

LEGIONNAIRE MORTAR TEAM



The Colonial Legionnaire Corps commonly makes use of infantry-portable support weapon teams alongside deployments of regular troops. Every Legionnaire is trained to use these weapons, and many secretly hope for a rotation to support duty where they can rain down destruction far from the wet-work of CQB. The firepower gained is far in excess of what their assault rifles can do, and despite losing their most effective tool in CQB engagements most troopers willingly make the exchange.

The UM-103 Standard Infantry Mortar is a versatile weapon, most dangerous when used in groups where they can rain down an unstoppable barrage of munitions from on high.

It requires a crew of two to operate and can fire explosive cluster rounds or concussion rounds.

LEGIONNAIRE MORTAR TEAM	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	SPECIAL
	2	2"	N/A	6	36	INFANTRY	TROOPS	0.5	5+	2 B2B	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
HI-EX MORTAR ROUND*	6	1	3+	N/A	N/A	0"	F/S/R	SC, ALT-1, BARRAGE-3, ***
CONCUSSION ROUND**	N/A	1	3+	48"	18"	0"	F/S/R	IF, ALT-1, ***

Transport: 1x bear APC (2 units only). In addition, may share 1x condor medium dropship with another squad of either: Colonial Legionnaire Squad, Mortar Team or Anti-Aircraft Team, providing that they are also mounted in Bear APCs.

***Special Rule - Weapons Team (Loader):** This weapon reduces its Barrage value by 1 for every 2 damage points sustained.

****Special Rule - Concussive Barrage:** Infantry at the walls of a building are pushed back inside, and no infantry may go to the walls of the building for the remainder of the turn.

*****Special Rule - Mortar:** This weapon counts as Arc - Front when firing from the windows of a building.



LEGIONNAIRE FLAK TEAM



Time and again combined arms have been a winning formula on the battlefield. UCM strategists embrace such tactics, and as the Reconquest continues, this mixing of squads provides the most flexible and effective way forward. The UCM AA team compliments standard legionnaires, upping the defensive capabilities of the infantry.

When entering structures AA teams are quick to cover any approach vectors that enemy aircraft could use to counter attack, securing the skies while their conventionally equipped comrades search for potential intelligence resources, mission objectives, or secure the building.

The man portable UM-17 Anti-Aircraft Weapon fires a terrifying stream of heavy calibre shells at the rate of hundreds of rounds a minute. Micro-computer aided targeting gimbals and phosphorus tipped tracer rounds fired every 10th shot allow for accurate targeting, and overlapping fire training ensures that the enemy will be cut from the skies.

LEGIONNAIRE FLAK TEAM	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	SPECIAL
	2	2"	N/A	6	34	INFANTRY	TROOPS	0.5	5+	2, B2B	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
UM-17 ANTI-AIR CANNON	6	3	3+	30"	18"	0"	F/S/R	AA, RW*

Transport: 1x Bear APC (2 units only). In addition, may share 1x condor medium dropship with another squad of either: Colonial Legionnaire Squad, Mortar Team or Anti-Aircraft Flak Team providing that they are also mounted in Bear APCs.

***Special Rule - Weapons Team (Loader):** This weapon reduces its Sh value by 1 for every 2 damage points sustained.



HAZARD SUIT TEAM



Heavy Hazard Suits were developed for working in extreme conditions on frontier worlds where an un-armoured human would perish in seconds. They are also ubiquitous in the Colonial Fleet where they are used for maintenance of the outside hulls of starships and repair of hull breaches. Since 2653, many Heavy Hazard Suits have been used as pickets in areas where hostile aliens and fauna are frequent threats - militarising them was the next logical step.

Removing the original civilian systems and welding tools freed up space for the capacitors and hyper accelerators needed for a suit-portable railgun. Far too heavy for any un-augmented human to lift, these potent weapons

are highly effective in the anti-tank role and provide direct fire support to the infantry when faced with enemy armour. They are best employed away from the heart of the fighting where they can deliver death from afar, since the lumbering suits are vulnerable to close combat troops.

HAZARD SUIT TEAM	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	SPECIAL
	4	1"	N/A	3	38	INFANTRY	EXOTIC	1	3+	2, B2B	DF, HAZARD SUIT*

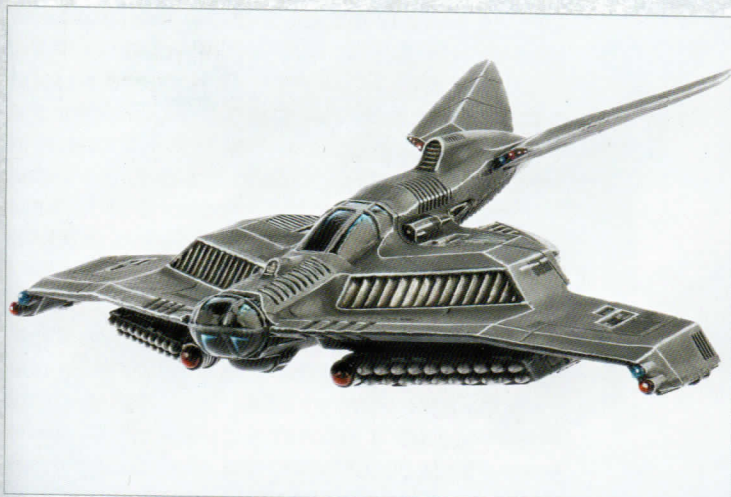
WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
LIGHT RAIL GUNS	6	3	2+	∞	24"	0"	F/S/R	Focus-2, RW-1

Transport: 1x Raven-A Light Dropship (2 units only) or 1x Bear APC (2 units only). In addition, may share 1x condor medium dropship with another squad of either: Heavy Hazard Suit Team, Sniper Team or Praetorian Team, providing they are both mounted in Bear APC's.

***Special Rule - Hazard Suit:** Hazard Suits were designed for heavy, labour intensive environments. While they can take incredible punishment and still be viable, they are not nimble or fast moving. Hits from falling masonry always damage Hazard Suits on a 6+. Hazard suits may not search for objectives and fire in the same turn (this rule does not affect embarking/disembarking).



SERAPHIM RETALIATOR



New operational parameters and a changing landscape have meant new thinking for many UCM designs. The production of the Seraphim Retaliator is a direct response to these changes, most notable in topography and enemy tactics. The Seraphim was originally designed to test human plasma weaponry and deliver a structure-levelling payload, and is frighteningly effective at both.

However, dense enemy armour concentrations in battlefronts such as Star Casablanca resulting from UCM encirclement tactics have called for a dedicated anti-tank variant, designed to obliterate multiple vehicles in a single strike.

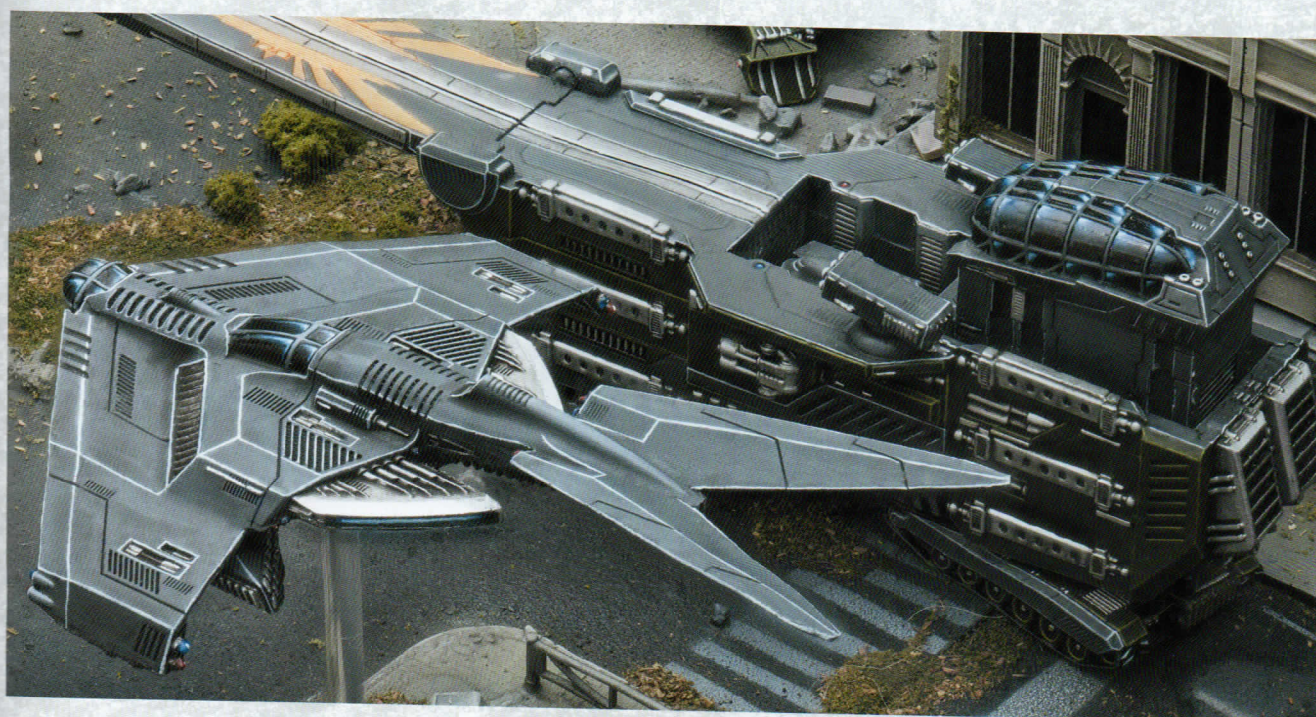
Instead of attacking singular buildings or ground targets, it saturates an area with a deadly payload of multiple high-explosive missiles. This is highly effective against enemy armour and dug-in units alike, and has a sweeping (if unsubtle) destructive impact on multiple small structures in one area. The crew can then trigger the Havenfire system to mop up any units hardy – or foolhardy – enough to be in the target area.

SERAPHIM RETALIATOR	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
	7	FM	A	2	115	AIRCRAFT	AIR	1-2 OPEN	M	LUMBERING*

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
HEAVENFIRE, FOCUSED PATTERN	12	1	2+	6"	6"	N/A	F (NARROW)	ALT-1
HEAVENFIRE, WIDE PATTERN	4	1	2+	6"	6"	N/A	F (NARROW)	ALT-1, AREA-M
MISSILE CLUSTER	10	1	3+	N/A	N/A	N/A	F (NARROW)	ALT-1, BARRAGE-3**, L-3

***Special Rule - Lumbering:** The Retaliator completes its attack run in steady, level flight. As such it is vulnerable to pursuing interceptors on its tail. Interceptors which follow the Retaliator's movement corridor may ignore the +2 accuracy penalty normally incurred during an intercept.

****Special Rule - Independant Firing:** Multiple Retaliators in the same squad do not combine their barrage values when firing and resolve their shots as if they were separate squads.



CROSSBOW



Like its sister unit the Longbow, the Crossbow was designed as a light artillery piece – ready to be deployed at a moment's notice to support armoured attacks and insertions. However the Crossbow has a much more specific focus, and is used for direct support and interdiction. Armed with a high powered laser (similar to that of the Scimitar Heavy Tank), it is most often used for flanking anti-armour support.

Delivered into place by nimble Raven dropships, it can easily fire and manoeuvre, taking its cue from the light skirmish infantry of ancient Earth. Positioned as a sniping support unit, it burns enemy units out of hiding in a way that the more lumbering Scimitar cannot.

CROSSBOW	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	7	0"	A	1	20	VEHICLE	SUPPORT	1-4 WIDE	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
SHARPSHOT LASER	10	1	2+	∞	∞	0"	F	THE MARKSMAN'S TOUCH*

Transport: 1x Raven-B Light Dropship (1 unit only). A Raven-B Light Dropship is a compulsory transport option per Crossbow. The Raven-B Light Dropship may be upgraded with missile pods for +0pts.

***Special Rule - The Marksman's Touch:** This weapon's extreme accuracy allows the targeting of essential systems and chinks in armour. If a roll of 6 is achieved when rolling to hit, 2 Dp are automatically inflicted, in place of rolling to inflict damage. A Passive Countermeasures roll may still be taken before this damage is inflicted.



FALCON B



The Falcon B is a new light gunship variant that builds on the stalwart Falcon chassis. UCM commanders in field – especially those operating in beachhead/first wave situations – have requested more air-to-air cover to support Phoenix command gunships and infantry drop operations. While the Rapier is still the first port of call for all medium and long term engagements, the AA tanks still have to be deployed in relative safety to create an anti-aircraft threat.

This new Falcon variant utilises a multi-missile system with selectable armour piercing air-ground warheads or air-air fragmentation warheads. Although relatively short ranged, the gyro-stabilisation of the gunship allows for

accurate targeting even at high speeds, granting the Falcon B rapid ambush capability, as well as helping to neutralise incoming aerial hazards before they can damage the main UCM force.

FALCON B	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
	5	24"	A, E+2	1	50	AIRCRAFT	SUPPORT	1-2 STANDARD	M	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
UM90 MULTIMISSION (AP)	8	2	3+	36"	9"	12"	F	ALT-1, SC
UM90 MULTIMISSION (AIRBURST)	6	2	3+	36"	9"	12"	F	ALT-1, AA



BROADSWORD



The massive Broadsword super-heavy tank was first trialled in small numbers early in the Reconquest, and is used as a transport for General Wade at his special request. While he still uses an early variant, production versions of the tank sport the Mythslayer as opposed to the Godslayer pattern Railgun. This is due to the temperamental nature and excessive maintenance levels required by the latter – however it has lost little of its destructive power.

This colossal tank is primarily employed in spearhead operations, often when air support is minimal, or when concerted and dug-in opposition is expected. This is due to its scale, durability and surprising speed, coupled with

incredible destructive power supplied by its Mythslayer. It can shrug off hits that would cripple a Gladius and obliterate a Sabre, while returning fire with focused anti-tank killing power.

BROADSWORD	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	10	4"	A	4	79	VEHICLE	HEAVY	1-3, WIDE	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
MYTHSLAYER RAILGUN	11	1	2+	∞	24"	4"	F/S	DEVASTATOR-2

Transport: 1x Condor Medium Dropship (1 unit each).



PHOENIX COMMAND GUNSHIP



The armies of the UCMA were designed for shock and awe, descending on the Cradle Worlds without warning and rapidly taking back what belongs to humanity. This doctrine is embodied by the Phoenix, an up-gunned predator of the skies. It is a heavy command platform which is always first into the fray with weapons blazing, issuing directives in real time to the troops. It was designed to come in with the first wave of planetary assaults where there is no existing ground presence and where a beachhead has to be established under enemy fire.

All aspects of the aircraft revolve around close support for its assault force – it is able to take punishment and return such extreme levels of firepower that there is nothing left to threaten

the drop zone a second time. Its armament is a poster child for excess, packing six massive UM-86 ‘Punisher’ missiles for area-effect devastation, two triple-barrelled miniguns capable of shredding the heaviest armour and a pair of point defence launchers, protecting the Phoenix from aircraft that dare venture too close.

PHOENIX	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
	5	16"	A	9	190	AIRCRAFT	COMMAND	1	L	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
MISSILE BATTERY	10	1	3+	36"	9"	4"	F	L-2, AREA-L
AA BATTERY	6	2	3+	36"	9"	8"	F/S/R	AA
MINIGUN TRIAD	12	1	3+	∞	12"	8"	F/S(LEFT)	N/A
MINIGUN TRIAD	12	1	3+	∞	12"	8"	F/S(RIGHT)	N/A



SLING - UNITS

COLONEL SAMUEL S. HELBURN



Colonel Helburn's first ten years in the service of the UCMA was fraught with disciplinary actions triggered by a disregard for protocol and the tendency to end arguments with fists. Although most of these brawls occurred out of uniform, his injuries proved hard to miss, lending him the nickname 'Icepack Sam'. However, his undeniable flair for inventive and inspired tactical decisions while under pressure became legend at the academy, and once age had mellowed his fiery personality (a little), he began to progress up the ranks. An unfortunate tendency to speak his mind a few times too often meant he began the Reconquest as only a Captain, against the better judgement of his more conservative superiors. Were it not for the candid support of General Wade, he may have been thrown out of the UCMA altogether on several occasions.

Once the Reconquest began, his genius quickly came to the fore, and his supporters were vindicated. What this man needed was real combat rather than endless training exercises and simulations. A promotion to full Colonel came in the first month, and it seemed inevitable that progression to General would soon follow.

All that changed with his posting to the Asgard Expeditionary Force. He would be in the first wave, commanding in person from one of the new Phoenix Command Gunships, a craft he would become forever associated with. When PHR-led Resistance forces betrayed the expedition and killed its only General, Helburn took command, masterfully directing a withdrawal from the jaws of ambush, preserving over half the expedition's strength.

Since that time he has been conducting operations in enemy territory under the noses of the PHR, Resistance and the Scourge for an unrelenting 262 days. This colossal achievement is hard to overestimate. His primary objective remains the reactivation of a

foldspace node on Asgard Prime - a crucial mission, as without one the UCM has no way of reaching the system.

Since the attack, Colonel Helburn's incendiary personality has intensified, although it is now directed at the enemy in a steely, deadly focus. He reserves a special hatred for the PHR and the parts of the Resistance that colluded with them. He now commands his forces from his legendary modified Phoenix Gunship, the crimson painted *Red Vengeance*. Despite the hardships, this ceaseless warrior loves nothing better than personally raining death and destruction from its many weapons systems.

Special Rules:

340PTS - CV4 - RADIUS 22"

Mount: Colonel Helburn is mounted in *Red Vengeance*, a specially modified Phoenix gunship. This follows the normal rules, but gains the following weapons and E+2 countermeasures:

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
MISSILE STORM	9	8	2+	36"	9"	8"	F	L-1, SC
MINIGUN TRIAD	12	1	2+	∞	12"	8"	F	N/A

Expeditionary Force: The Colonel's forces have been operating behind enemy lines for almost a year, making most large units impractical. Armies including Helburn may not include Albatross Heavy Dropships, Ferrum Drone bases, Kodiaks, Broadsword, Gladius or Scimitar Tanks.

Gunship Master: All Falcon A and B gunships in armies containing Helburn cost 5pts less each. Eagle Heavy Gunships cost 10pts less each.

Survival of the Fittest: All infantry units in armies containing Helburn increase their fortitude to 2+ and all weapon Ac values to 2+.

Special Command Cards: Insert one copy each of the cards 'Against the Odds', 'Red Vengeance', 'Death From Above' and 'Depthless Anger' into the regular UCM Command Card Deck before the game begins.

SCOURGE UNITS

EVISCERATORS PACK



While 'ordinary' Scourge Destroyers are brutal and dreaded opponents in CQB, Eviscerators are truly terrifying. It is well known that Scourge parasites begin to lose their grip on their host when they reach old age, causing the insane remnants of the host's wracked psyche to come to the fore.

While in a human host this is dangerous enough, in a Destroyer it results in raging monsters, tormented juggernauts of muscle and sinew that desire nothing but to rend every other living thing around them to pieces.

	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	SPECIAL
EVISCERATORS	4	2"	P4+*	3*	50	INFANTRY	EXOTIC	6	2+	2 B2B	DF, TOUGH*, RARE, BLOODTHIRSTY, **

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
GLAIVES	8	3	3+	CC	CC	2	F/S/R	RW-1

Transport: 1x Intruder-a Light Dropship (2 units only) or 1x Invader APC (2 units only). In addition, may share 1x Marauder Medium Dropship with another Destroyer or Eviscerator Pack, providing they are both mounted in Invader APCs.

***Special rule - Tough:** Eviscerators are extremely resilient, large targets. Hits from Falling Masonry always damage Eviscerators on a 5+. Eviscerators have a Passive Countermeasures save of 4+ to represent their ability to shrug off apparently mortal injuries with disdain!

****Special rule - Reckless Abandon:** Eviscerators add +1 when rolling to search for objectives (to a maximum of 6+), and add -1 when searching for Intel.

NB: True-scale and Eviscerators: Eviscerators are so large that they require specially modified transports with expanding cargo holds. However, the normal miniatures can be used to represent these variants in their un-expanded forms.



VAMPIRES



Officially titled 'Species SC-23-F', these flying Scourge creatures have swiftly taken on the moniker of 'Vampires' among UCM personnel. In their natural environment they roost in large numbers but are skittish, using their powerful tails, talons and teeth to attack larger avian creatures but avoiding ground dwellers or machinery of any kind. However, when implanted with the Scourge parasite and equipped with Plasma Cutters, they become powerful anti-aircraft units, easily disabling dropships before feasting on their passengers and crew.

Vampires use the bat-like qualities of their hosts to cling on to the outside of Scourge dropships

when entering the battlefield. Spying their prey, they unfurl their wings and pounce, latching onto unwary enemy from above and melting their way into the hull of ships, eager to get at the sweeter meats inside.

VAMPIRES	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
	2	12"	E+1	1	8	AIRCRAFT	*	1-4, STANDARD	TINY	RARE

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
PLASMA CUTTER	6	1	3+	2"	2"	9"	F	AA, (MAY NOT REACTION FIRE)

*Transport: Vampires may only be bought for transports as per the **Grasping** Special Rule. They may be assigned to any Despoiler or Raider (1-4 Units) or any Harbinger or Marauder dropships (1-2 Units).*

***Special rule - Grasping:** Vampires do not take up a slot in the standard army roster. Instead, assign a squad to one dropship in a battle group. This squad then counts as sharing that transport for the duration of the game. They activate with their assigned battlegroups.



SCREAMER



The Screamer is a chillingly familiar unit to Resistance fighters, but is only now being encountered by UCM troops. Unlike many enemy units, it is rare that the Screamer is visually identified.

The Screamer is a consummate terror weapon, part of a second wave of any Scourge invasion to root out pockets of resistance and demoralise any survivors, breeding a miasmic sense of despair as it scuttles with chilling speed towards its prey. It employs an artificially boosted version of the host's 'hunting scream', a multi-spectra electromagnetic and auditory assault on the senses that is known to cause short term psychological trauma, nausea, vomiting and collapse of mental faculties.

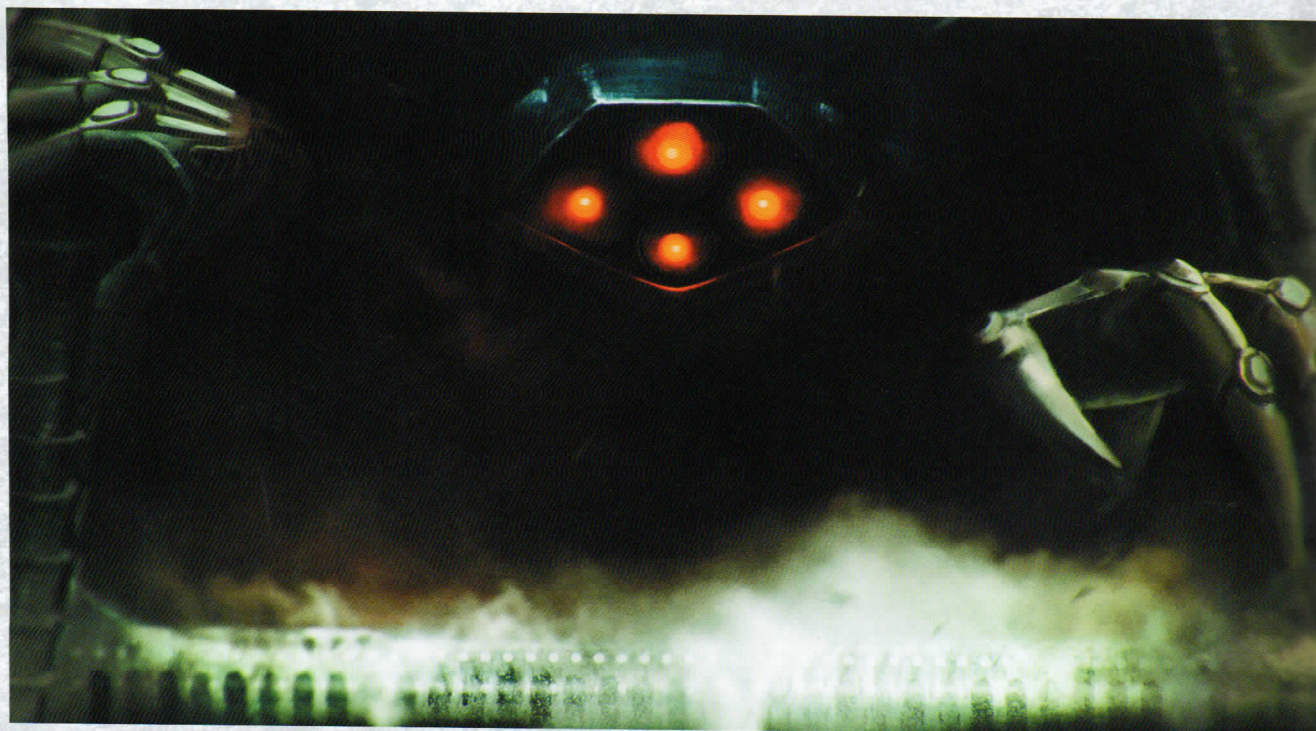
In addition to its already potent mental weapons, the Screamer is armed with sets of powerful, metal sheathed claws which in conjunction with its massive size and augmented musculature make it more than capable of ripping a heavy battle tank to shreds.

SCREAMER	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	7	6"	E+1	4	40	VEHICLE	SUPPORT	1	RARE, ABHORRENT*, WALKER

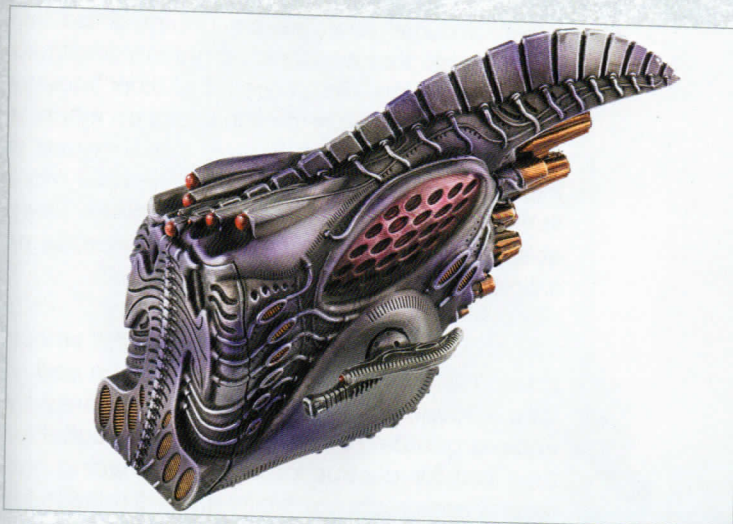
WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
HUGE CLAWS	11	2	2+	CC	CC	6"	F/S	N/A

Transport: 1 x Raider Heavy Dropship (1 unit each)

***Special Rule - Abhorrent:** If the Screamer is within 6" of enemy infantry (or within 6" of a building containing enemy infantry); they suffer a +1 modifier when searching for objectives (to a maximum of 6+); they suffer a +1AC to all their weapons; they reduce their CQB value by half rounded up to the nearest 0.5; and they halve any points they would contribute to focal points or ground control (rounded up). This rule only applies if the Screamer is not embarked in a transport.



RAIDER



The Raider is a dedicated insertion platform for esoteric and specialist Scourge units. It is designed to fully envelop bulky units that have highly specific mission parameters, often as outliers to the main Scourge force. Typically, it is called upon to transport large biologically-based constructs that would not survive the upper atmosphere in an unenclosed transport such as the Marauder.

Horrific weapon systems complete the package, supporting the elite troops it disgorges with lethal anti-personnel acid hoses comparable to those on a Tormentor heavy battle tank. Its enclosed design and reinforced hull also lends it survivability, making it ideal for aggressive attacks on hardened targets.

RAIDER	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
	5	18"	A	5	70	AIRCRAFT	TRANSPORT	T, WIDE	M	RARE

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
ACID HOSE	4	5	3+	6"	6"	9"	F/S (LEFT)	FLAME
ACID HOSE	4	5	3+	6"	6"	9"	F/S (RIGHT)	FLAME



MONITOR



When Scourge parasites are not implanted into human hosts, they are joined with military constructs (such as Hunters, Reapers, and all other Scourge vehicles and aircraft). How the parasite's mount is assigned is still unclear. What is clear however is that those implanted into Minders are little more than mobile gun emplacements to the aliens, rarely able to inflict damage and pain on enemies or satiate the aggression of the parasite itself.

Monitors are re-configured Minders whose melded Scourge pilots are reaching the end of their lifespan. Pushed to the edge of sanity by endless guarding of the skies with little outlet for their lust for destruction, these menacing and hateful constructs are finally given a release for their aggression with a more offensive loadout.

It is theorised that this is one of the reasons that Minders are most often used in suicidal core overload attacks – the parasites themselves are thought to be almost ecstatic at the idea of inflicting pain on others and bringing an end to their own. Monitors take this idea to its logical conclusion. Re-fitted with modest anti-vehicle weaponry, they will take every opportunity to visit destruction on the enemy. If this proves ineffective, they will crash themselves into hostile vehicles, happy to go down in a final blaze of spiteful glory after so many years as little more than barrage balloons.

MONITOR	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
	3	4"	A	1	8	AIRCRAFT	SCOUT	4/8 WIDE	TINY	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
SELF DESTRUCT*	10	1	*	*	*	4"	F/S/R	ALT-1, AREA-S, *
TWIN SHARD CANNONS	5	4	2+	36"	12"	4"	F/S/R	ALT-1

Transport: 1-2x Intruder Beta (4 units each)

***Special Rule - Self Destruct:** This Weapon may only be used by a single Monitor in a squad per turn. Place the small area marker over the centre of the Monitor instead of rolling to hit. Once the attack has been resolved, remove the Monitor from play.



CORRUPTOR



Corruptors are first on the target list for any UCM Infantry force Commander, and with good reason. While not specifically deadly themselves, they carry a violent cargo that spells certain destruction to any garrisoned units; Razorworm Pods.

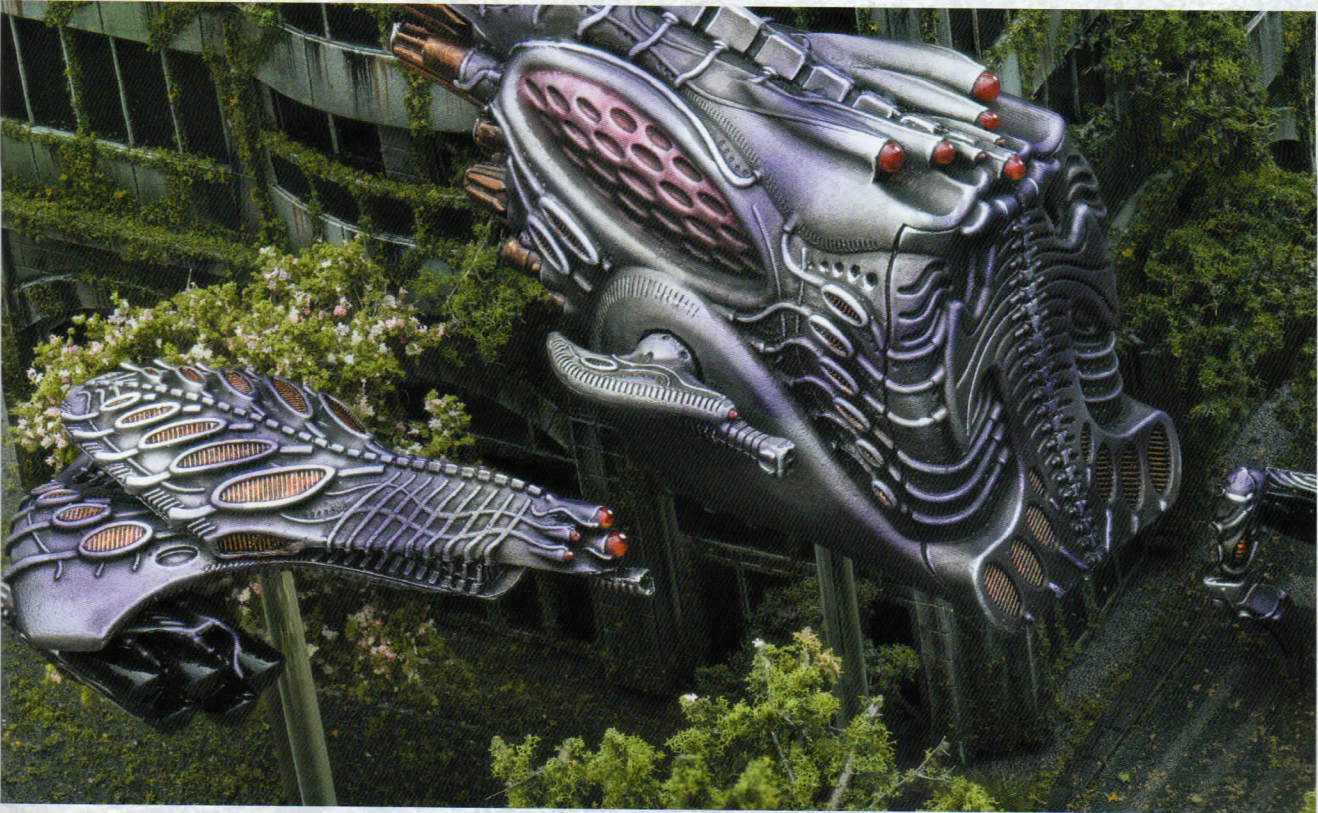
Equipped with several underslung launch tubes, the Corruptor will approach an occupied structure before firing a salvo of breaching torpedoes directly at the walls. These are essentially hard-tipped cones with a small plasma charge at the top, containing a single Razorworm suspended in viscous liquid. On impact with the walls, the charge will trigger, blasting a hole in the building and spraying the fluid into the interior along with the Razorworms.

The shock and awe that this tactic creates is compounded by the deadly worms themselves, which quickly set about devouring the dazed and hapless defenders in short order.

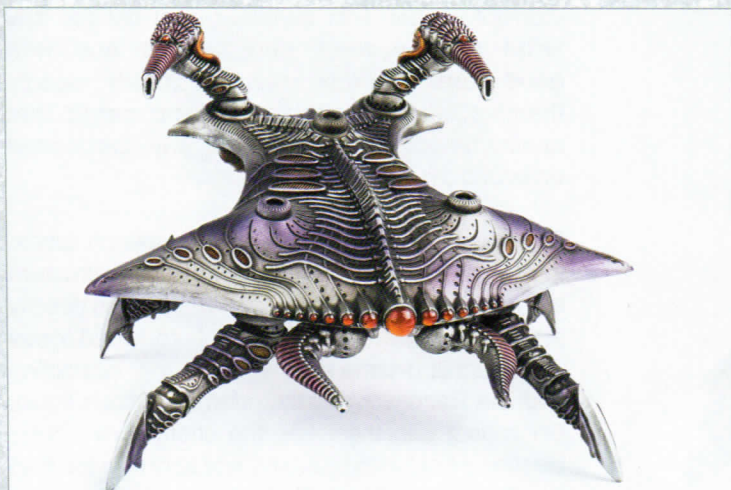
CORRUPTOR	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
	5	24"	A	2	80	AIRCRAFT	SUPPORT	1-2 STANDARD	S	RARE

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
PLASMA HOSE (SPREAD PATTERN)	4	3	3+	6"	6"	12"	F	ALT-1
PLASMA HOSE (CONCENTRATED PATTERN)	9	1	3+	6"	6"	12"	F	ALT-1
RAZORWORM POD*	*	1	3+	6"	6"	12"	F/S/R	L-3

***Special Rule - Razorworm Pod:** If this weapon hits a structure, the structure suffers 1 DP (if it is able to take damage), resolve falling masonry and then place a base of razor worms in the building, these razor worms are worth 25pts for the purposes of focal points and kill points. If there are multiple razor worm bases in a building then they form a single Squad and therefore make a single roll for objectives. This weapon is able to target a structure that contains friendly models. As long as this weapon hits, it will deploy a base of Razorworms, even if no damage is done.



OPPRESSOR



As the UCM pushes deeper into Scourge controlled territory they are encountering new and even more menacing enemy constructs, most recently the horrifying Oppressor. Clearly a command unit of some kind, the Oppressor is a far more resilient, albeit ground-based alternative to the dreaded Desolator. It features an awesome array of weapons which are at their most potent up-close, where aggressive Scourge commanders can build a vanguard force around this formidable monstrosity. It has also been seen operating from the rear of Scourge lines, using its survivability to keep high value commanders alive through protracted engagements.

Oppressors are most often seen with large numbers of Prowlers, Stalkers and Ravagers,

but unlike many command units are frequently on the sharp edge of any attack where they can do the most damage. Leading with two Plasma Carbines and an Electroweb caster, they carve a gory path through the enemy, scuttling over all obstructions to rip any survivors apart with apparent glee.

OPPRESSOR	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	10	8"	A	5	140	VEHICLE	COMMAND	1	WALKER

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
ELECTROWEB CASTER	12	1	2+	9"	9"	4"	F	TECH KILLER
PLASMA CARBINE (LEFT)	11	1	2+	18"	18"	4"	F/S	ALT-1, DEMOLISHER-2
PLASMA CARBINE (LEFT)	11	2	2+	9"	9"	4"	F/S	ALT-1
PLASMA CARBINE (RIGHT)	11	1	2+	18"	18"	4"	F/S	ALT-2, DEMOLISHER-2
PLASMA CARBINE (RIGHT)	11	2	2+	9"	9"	4"	F/S	ALT-2
RAZOR CLAWS	10	2	3+	CC	CC	8"	F	N/A

Transport: 1 x Harbinger Assault Dropship



OVERSEER



The Overseer works in concert with other Scourge forces much more than the Desolator, which seeds wanton destruction everywhere. Instead, it increases the offensive capability and plasma energy of nearby units, creating a more insidious threat.

Bizarrely different from most Scourge units, the Overseer has little by way of offensive weaponry in the classic sense. The bulbous structure below the hull houses the Ion Cradle, which feeds energy from the huge power plant into nearby units. This boosts the already potent plasma weapons in its allies, upping their energetic potential considerably. This can be channelled into greater damage at short range or increasing the range of plasma blasts; both options cause dismay to the enemy, caught unawares as heavy units die in droves and strongpoints thought to be out of reach suddenly come under fire.

The Ion Cradle's energies crackle around it, creating a halo of dangerous energy. In its only direct offensive capability, the Overseer can unleash this pent up potential, annihilating aircraft within close range, but doing little to ground based targets as the construct relies on the boosted damage of its ground based minions for this instead.

OVERSEER	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
	6	12"	A	6	175	AIRCRAFT	COMMAND	1	L	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
ION CRADLE*	6	8	2+/6+**	9"	9"	9"	F/S/R	AA, STRAFE

***Special Rule - Ion Cradle:** This ability effects any friendly Scourge weapons containing the word 'Plasma' in their name that are within 9". When an affected squad activates they may choose to gain one of the following modifiers to their Plasma weapon profiles, either +6" to their R(f) and R(c) values **OR** they may double their Sh value but suffer -1 to their E value and lose any Demolisher and Devastator special rules they may have. Weapons with a range of CC are unaffected by this rule. This may not be combined with the effects of another Ion Cradle and does not prevent the Ion Cradle from firing.

****Special Rule - Arc Weapon:** This weapon uses a 2+ Ac rating when firing at Aircraft in the air and a 6+ Ac rating when firing at all other targets.



THE JUNGLE DEVIL



In extremely rare cases, distinct individuals are identified among the vast multitudes of Scourge armies. Usually, they are defined by abnormal behaviour or by unique forms, such as never before seen vehicle types. The Scourge known by AHQ as 'The Jungle Devil' is one such individual, a dreadful foe that has been terrorising UCM troops on Shangri-La ever since they made planetfall.

This alien nightmare takes to the battlefield in an Oppressor-type walker of unique design. This variant has never been reported in any other theatre, leading analysts to conclude that it is an individual personality, granted some singular modifications to suit its leanings. In the case of this creature, it seems to enjoy no greater pleasure than destroying enemy aircraft in ambush attacks. The usually anti-tank oriented Oppressor has multiple modifications towards this role including esoteric AA weapons and an elaborate (and no doubt complex) active camouflage coating to the vehicle's entire carapace. This second modification makes the Jungle Devil a truly dangerous foe as it can be rendered almost entirely invisible to all EM spectra when stationary. The notion that such a large construct can be made virtually invisible has been dismissed as a myth by troops on the ground, until they are faced with it, that is.

This monster appears to possess reactions far in excess of typical parameters for Scourge and has been likened to a snake in its lightning quick responses to threats. As such, even the fastest, most skilfully piloted aircraft are at risk from its deadly attentions. The fact that so often crews are not even aware of its presence until it's too late

compounds this problem still further. The Army Air and Space Corps have issued a priority kill order on this individual, as they have lost far too many good pilots at the hands of the Devil's deadly firepower.

Special Rules:

285PTS - CV4 - RADIUS 18"

Mount: The Jungle Devil is mounted in a modified Oppressor. This follows the normal rules but replaces its weapon systems with the following and gains Infiltrate-18 and E+1.

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
ELECTROWEB CASTER	12	1	2+	9"	9"	4"	F	TECH KILLER
PLASMA FUSILLADE	7	4	2+	18"	18"	4"	F/S	AA
PLASMA FUSILLADE	7	4	2+	18"	18"	4"	F/S	AA
RAZOR CLAWS	10	2	3+	CC	CC	8"	F	N/A

Special Rule - Scourge of Aircraft: *The Jungle Devil has lightning quick reaction times and does not suffer penalties for Reaction Fire and ignores Evasion Countermeasures. If BOTH apply at the same time, the Evasion Countermeasures still take effect.*

Special Rule - Active Camouflage Coating: *The Jungle Devil increases to E+3 if it did not move or fire in its previous activation and increases to E+2 if it fired but did not move in its previous activation.*

Ambush Predator: *All Stalkers, Ravagers and Oppressors in armies containing the Jungle Devil gain Infiltrate-18. Annihilators may not be chosen.*

Special Command Cards: *Insert one copy each of the cards 'Cunning Ambush', 'Flyswatter', 'Artful Concealment' and 'Gleeful Malice' into the regular Scourge Command Card Deck before the game begins.*

IMMORTALS AM RIFLE TEAM



The Longreach Rifle is routinely carried by a heavy weapon bearer among regular Immortal Teams. On occasion however, whole squads have been sighted armed with these formidable anti-materiel rifles. Individually they are certainly dangerous, but collectively they are utterly lethal to armoured units, where the weight of superbly accurate, large calibre, high velocity fire can find chinks in any protection.

Longreach teams are also excellent anti-personnel snipers whenever called to the task, where their high powered weapons represent total overkill against the heaviest infantry armour. They are also equipped with adaptive camouflage cloaks, giving them a measure of concealment against any return fire.

IMMORTALS AM RIFLE TEAM	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	SPECIAL
	3	2"	E+1	5	42	INFANTRY	TROOPS	1	3+	2, B2B	RARE

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
RXP-14 LONGREACH RIFLE	7	5	2+	∞	24"	0"	F/S/R	SC, SNIPER, RW-1

Transport: 1x Triton A1, Strike Dropship (2 units each) or: 1x Juno A1/2 (2 units each). In addition, may share 1x Neptune Medium Dropship with any of the following: AM Rifle Team, Immortals Squad or Sirens Squad, providing they are both mounted in Juno A1/2 IFVs.



VALKYRIES



The Siren Corps is an elite group of women, capable of utilising the multiple viewpoints of their weapons and their superior training to deadly effect. The ability to make the grade is rare however, owing as much to genetic makeup as it does to personal ability and mind-set. Hundreds of PHR warrior women do not make the grade yet are highly trained and implanted with top level military modifications. This enhanced dexterity and athleticism is used by PHR forces in the form of Valkyrie squads.

Valkyries use personal jump-jet booster packs to travel at speed across the battlefield, dodging and weaving through enemy fire before descending to

unleash hails of submachine gun bullets on their foe. Retaining the enhancements and much of the training from Siren testing, they are nimble enough to escape all but the most masterful attacks. The added manoeuvrability of their jump packs means that they can get to where the fighting is thickest quickly before cutting down the enemy with ruthless efficiency. Much like their mythical namesake, a Valkyrie is often the last thing the enemy sees before entering the afterlife.

VALKYRIES	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	SPECIAL
	2	9"	E+1	5	47	INFANTRY	SCOUT	2	3+	2, B2B	DODGE 5+

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
RXP-9 SUBMACHINE GUNS	3	10	2+	18"	9"	9"	F/S/R	RW-2

Transport: 1 x Triton A1 Strike Dropship (2 units each) or; 1 x Juno A1/A2 IFV (2 units each). In addition, may share 1 x Neptune Medium Dropship with another Valkyrie Squad or Siren Squad, providing they are both mounted in Juno A1/A2 IFV's.

Special Rule - Jump-Jet Packs: This unit may move over terrain/buildings under 6 inches high. It does not count as an aircraft while doing so. Further, dropships do not need to land when Valkyries embark/disembark. All other rules for embarking/disembarking apply as normal.

Special Rule - Jump In, Jump Out: This unit may move its full distance when entering/abandoning structures. Each entry or exit counts as one embark/disembark movement. The rule may not be used in a turn where the unit interacts with its transport in any way.



MEDUSA



While little is known of PHR Siren corps, one thing is very clear; these women are the elite, and exceptionally few in number. However even among the rarest individuals there are exceptional specimens - those whose innate affinity with their technological enhancements allow them to effortlessly control many hundreds of viewpoints with ease, and many thousands with dedicated training and further honing of their talents.

These are the Medusae, the 0.0001% of the PHR's population capable of harnessing the power of thousands of slaved Familiars to their will with devastating effect. In battle, a Medusa will appear to 'fly', levitated on a swarming, seething pillar of nanomachines and Familiars, sowing destruction and aiding her allies in combat until the enemy is utterly destroyed.

MEDUSA	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	SPECIAL
	1	9"	E+3	10	100	INFANTRY	EXOTIC	1	2+	1, STANDARD	RARE, DF, DODGE 3+, **

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
BLACK NANOMACHINE SURGE	6	10	2+	9"	9"	9"	F/S/R	ALT-1, FOCUS-2, STRAFE, RW-1
WHITE NANOMACHINES***	N/A	1	1+	9"	9"	9"	F/S/R	ALT-1, IF

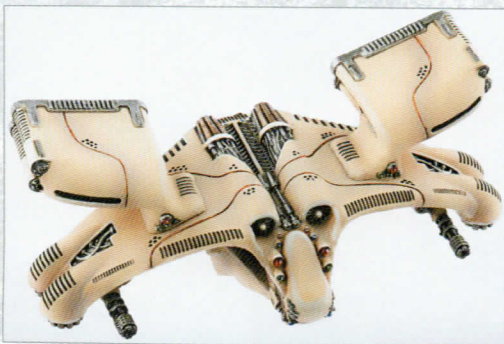
Transport: 1 x Triton-X Dropship (1 unit each)

***Special Rule - Levitated:** This unit may move over terrain/buildings under 6 inches high. It does not count as an aircraft while doing so.

****Special Rule - Drone Command:** Once per turn, when the Medusa is within 6" of a building and not embarked in a transport or structure, one friendly infantry squad in that building may gain an additional 5 dice to their CQB pool.

*****Special Rule - White Nanomachines:** This ability counts as a weapon shot and follows all the normal rules for weapons (Line of Sight etc). It normally hits on a 1+ (i.e. automatically) and may only be fired against damaged friendly Units. Its accuracy may be modified by such things as command cards and indirect fire in the usual way. A successful hit replaces 1 lost Dp from the target Vehicle Unit.

TRITON X



The Triton X is a specially modified transport for Medusa units. The fact that the PHR has created a specific transport to carry these exceptional women into the fray reflects their immense power. It also has the capacity for additional nanomachines, which can replenish and repair any losses that the Medusa's swarm might sustain from enemy fire.

TRITON X	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
	6	20	A	2	40	AIRCRAFT	TRANSPORT	T, WIDE	SMALL	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
BLACK NANOMACHINE WAVE	10	1	3+	12"	12"	10"	F/S/R	IF, ALT-1
REPAIR NANO MACHINE WAVE*	N/A	1	1+	9"	9"	10"	F/S/R	IF, ALT-1

Can upgrade to miniguns for +3pts

***Special Rule - Repair Nano Machine Wave:** This ability counts as a weapon shot and follows all the It normally hits on a 1+ (i.e. automatically) and may only be fired against the Medusa that it was bought as a transport for, additionally the Medusa must be damaged. Its accuracy may be modified by such things as command cards and indirect fire in the usual way. A successful hit replaces 1 lost Dp from the target Medusa Unit; The Medusa's Evasion Countermeasures are ignored when rolling to hit for this weapon.

MENCHIT A2 - TYPE 1 BATTLE WALKER



The Menchit A2 represents a change from the usual PHR combat doctrine of task-specific units working in harmony for a finite goal. The Unit is deployed for close support and often in limited engagements or as reinforcement when PHR army groups are clearly on the back foot. So far the A2 seems to have a first wave assault or a 'fire-fighting' role – which is ironic given its flammable weapon loadout.

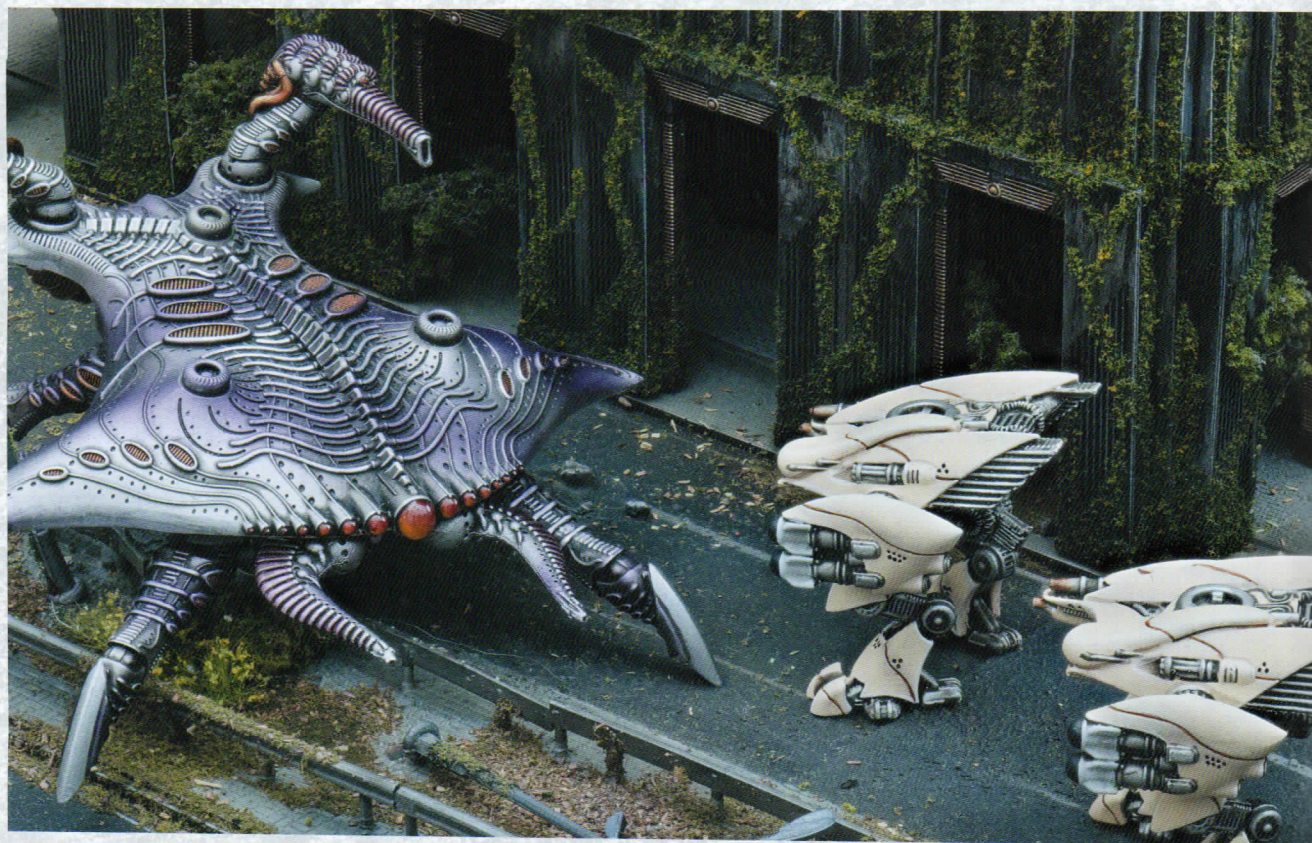
Similar to the solely anti-infantry Menchit A1, the A2 sports the RX-666 Flamethrower which cuts a swathe through infantry units, cover or no. However it replaces the torrent of lead that its cousin's minigun triad provides with limited anti-tank capability. This comes in the form of two Foeslayer missiles – large payload, short

ranged munitions designed to be the decisive armour killers. The size and limited numbers of these per unit indicate that they are for direct and sudden attacks and blunting armoured assaults to cover extraction rather than prolonged engagements.

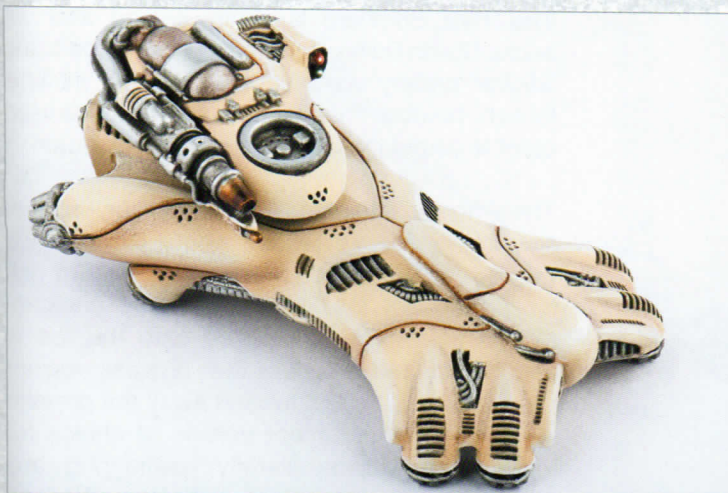
MENCHIT A2	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	9	3"	A	2	42	VEHICLE	SUPPORT	1-6 STANDARD	WALKER

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
RX-666 FLAMETHROWER	4	8	3+	9"	9"	3"	F/S	CA-1, FLAME
RX-20 MINIGUN	3	3	3+	36"	12"	3"	F/S	CA-1
FOESLAYER MISSILES	10	1	2+	48"	12"	3"	F/S	CA-1, L-2, DEVESTATOR-2

Transport: 1x Poseidon Heavy Dropship (6 units each), 1x Njord Heavy Dropship (4 units each) or 1-3 Neptune Medium Dropships (2 units each). May share 1x Poseidon Heavy Dropship or 1x Njord Heavy Dropship with another Type-1 Squadron, the total number of vehicles must equal 6 or 4 respectively.



ANGELOS A2 JETSKIMMER



As the PHR become increasingly embroiled in outright conflict on the Cradle Worlds, more intelligence is being gathered about their war engines and constructs. Given their frightening efficiency and hit and run tactics, it has taken this long for UCM intelligence services to start correctly identifying alternative weapons and chassis of vehicle in this secretive race's arsenal.

The Angelos A2 is one such vehicle. Originally it was classified under a standard Angelos build, most often delivering Longreach rifle squads into buildings and lending long range demolitions support to the battlefield. Due to the reports of Commander Wade in one recent action, the UCM now has more intel on this deadly new close support vehicle.

Spotting a pair of Angelos heading for an entrenched position (in a seemingly futile attack), Wade ordered the retreat of the troops, knowing full well that PHR would have some trick up their sleeves. Sadly the extraction was not as timely as necessary, and when the A2's arrived those infantry still in the position found to their horror that these transports were equipped with high-powered flamethrowers. Two units of Heavy hazard suits and three squads of Legionnaires were lost to the initial onslaught, followed by all remaining men when the Angelos disgorged their cargo of Sirens.

ANGELOS	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
A2	8	6"	A	2	30	VEHICLE	TRANSPORT	T, STANDARD	SKIMMER

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
RX-666C FLAMETHROWER	4	6	3+	6"	6"	6"	F/S/R	FLAME

Transport: 1x Neptune Medium Dropship (2 units)

***Special rule - Assault Transport:** An Angelos A2 may be chosen as a Transport option for the following Squads: Immortals, Sirens, Immortal Longreach Team, Valkyries, and any other Infantry that states it as a transport option (1 unit each).



THOR BOMBARD



The Thor Bombard is rightly named after an ancient Earth Deity of war and thunder. It sports the 'Mjolnir' artillery system comprising four multiple launch howitzer barrels firing in synchronised order to carpet the target area in fire and death.

The Thor is usually deployed out of sight of possible enemy retaliation where it can strike with the maximum damage and minimum risk to itself. From there, the rapid and constant rain of shells that it deluges onto the foe is enough to make even the bravest warrior quake with terror. It is far and away the premier saturation bombardment vehicle of choice for PHR Commanders, literally hammering any possible opposition into submission. Working in harmony, these weapon platforms are best

employed in concert, where the relentless rain of munitions can overwhelm countermeasures at extended ranges.

THOR BOMBARD	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	7	6"	A	2	40	VEHICLE	HEAVY	2/4 STANDARD	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
MJOLNIR ARTILLERY SYSTEM	11	1	3+	N/A	N/A	0"	F/S/R	BARRAGE-2

Transport: 1-2x Neptune Medium Dropship (2 units)



AETHER JETSKIMMER



The Aether is a highly advanced jetskimmer-type unit based on the standard Helios chassis. While the Helios is aggressive and flexible, the Aether is best used carefully and from a concealed position, where its indirect fire capability can hide it from return fire.

It employs Black Nanomachine Hives similar to those on the Type-4 Hades walker, an insidious weapon capable of enveloping heavily armoured foes in a seething cloud of eroding death. This weapon is designed for the anti-armour role only, making the Aether a highly focused unit of consummate ability in cramped urban environments. The hapless target may never see the virtually silent, gliding killer unleashing death from the shadows.

AETHER	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	8	6"	A	2	45	VEHICLE	SUPPORT	2 STANDARD	SKIMMER

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
BLACK NANOMACHINE SURGE*	10	1	2+	18"	18"	6"	F/S/R	IF, AREA-S

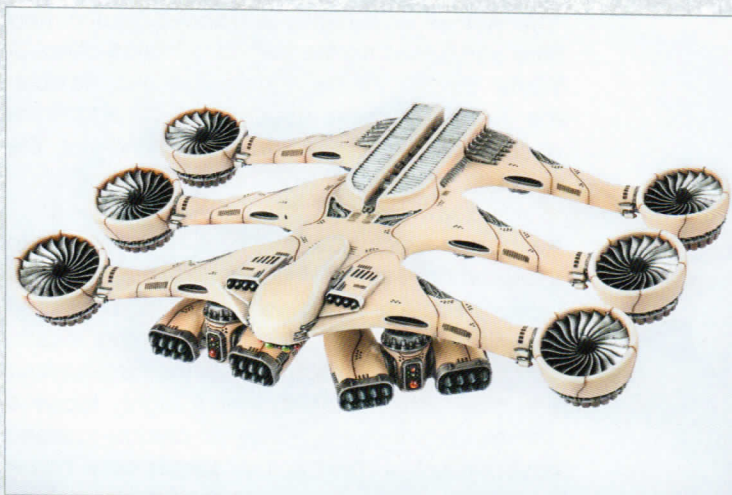
Transport: 1x Neptune Medium Dropship (2 units)

***Special rule - Black Nanomachines:** This weapon cannot target or damage structures.



PHR - UNITS

NJORD ASSAULT DROPSHIP



The Njord is a frontline heavy dropship, an aggressive transport created for the express purpose of creating a beachhead position and securing it. It lacks the capacity of the Poseidon – carrying a reduced complement of 4 rather than 6 battle walkers – but it makes up for this with ground sweeping offensive capability.

Augmenting its standard armaments are two Heavy Stealth Missile Pods. Independent targeting and multiple cascade salvos create devastation the equal of a medium-sized Sabre MBT squad at close range. Given its aggressive design, the Njord tends to deploy close assault and support battle walkers, often including a mix of Phobos and Menchit A1 and A2s, creating a combined arms force to take on all possible threats.

NJORD ASSAULT DROPSHIP	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
	6	12"	A	6	110	AIRCRAFT	TRANSPORT	T, WIDE	L	ASSAULT TRANSPORT*

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
HEAVY STEALTH MISSILE BATTERY	10	2	3+	36"	12"	9"	F/S/R	SC
HEAVY STEALTH MISSILE BATTERY	10	2	3+	36"	12"	9"	F/S/R	SC
STEALTH MISSILE BATTERY	7	1	3+	36"	12"	9"	F	SC

***Special rule - Assault Transport:** This Unit may Transport 1-2 Squadrons of Type-1, Type-2 or Type-3 walkers, however if 2 Squadrons are chosen, they must both be of the same Type (for example if you choose to carry a Type-1 Squadron and wish to carry a second Squadron, it must be a Type-1 Squadron).



NEMESIS COMMAND WALKER



This PHR Command unit has been seen only fleetingly in previous battles. Confirmation of this command vehicle's very existence has been hard to verify given the lack of solid evidence and very few first-hand accounts as there so few survivors. It is likely that the Nemesis has been mistaken for the Hades in previous encounters, but hard intel from the Atlantia front has shown the clear difference in walker armament.

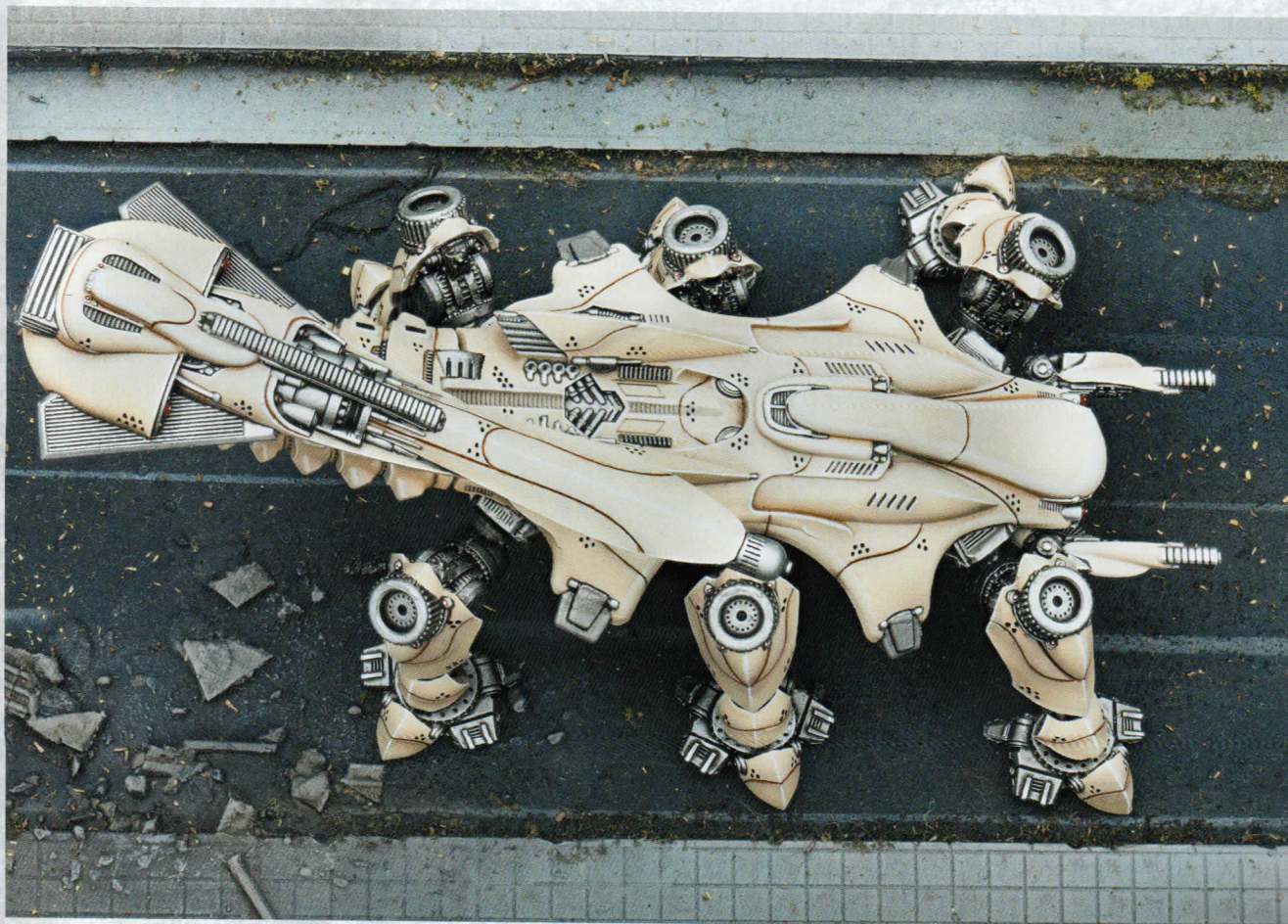
Its mandible weapons are the equal of two smaller walkers combined, but are only a sideshow to the construct's main gun – The Nemesis Laser. This fearsome tail gun has a seemingly infinite range, and has the ability to punch through the toughest armour with ease while causing maximum devastation. The Nemesis is deployed

when implacable advance is needed; a mobile wall of firepower that grinds opponents to dust.

NEMESIS	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	9	4"	A	8	190	WALKER	COMMAND	1	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
RX1-L RAILGUN (LEFT)	10	1	2+	∞	24"	4"	F/S (LEFT)	N/A
RX1-L RAILGUN (RIGHT)	10	1	2+	∞	24"	4"	F/S (RIGHT)	N/A
NEMESIS LASER	12	1	2+	∞	∞	4"	F/S	DEVASTATOR-2

Transport: 1x Poseidon Heavy Dropship (1 unit each)



HERA



The Hera is an up-gunned, up-armoured Apollo strike walker variant reserved for PHR Commanders. As a command platform it is rarely seen on the battlefield as it does not offer the levels of protection of the more common Zeus. However, in the wake of the recent and aggressive PHR incursions during the Reconquest, use of these assault units is becoming more common, perhaps due to the influence and inspiration of the type's greatest known pilot – Jocasta Caine.

Some of the most brazen PHR Commanders (usually of lower rank) have adopted it for aggressive, forward operations. In most cases it is backed up by a squad of Apollo walkers or a second Hera, which can keep pace and act as a

retinue to ensure the safety of the commander. Heras are often deployed by Neptune or Poseidon, depending on the rank of the commander and the level of retinue they command.

HERA	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
GROUND MODE	9	6"	A, E+1	3	96	VEHICLE	COMMAND	1-2, STANDARD	WALKER, TRANSITION, GUARDIAN*
FLIGHT MODE	7	24"***	A, E+1	3	96	VEHICLE	COMMAND	1-2, STANDARD	TRANSITION, GUARDIAN, SHORT HOP***

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
RX1-L RAILGUN PAIR	10	2	2+	∞	24"	12"	F/S	N/A

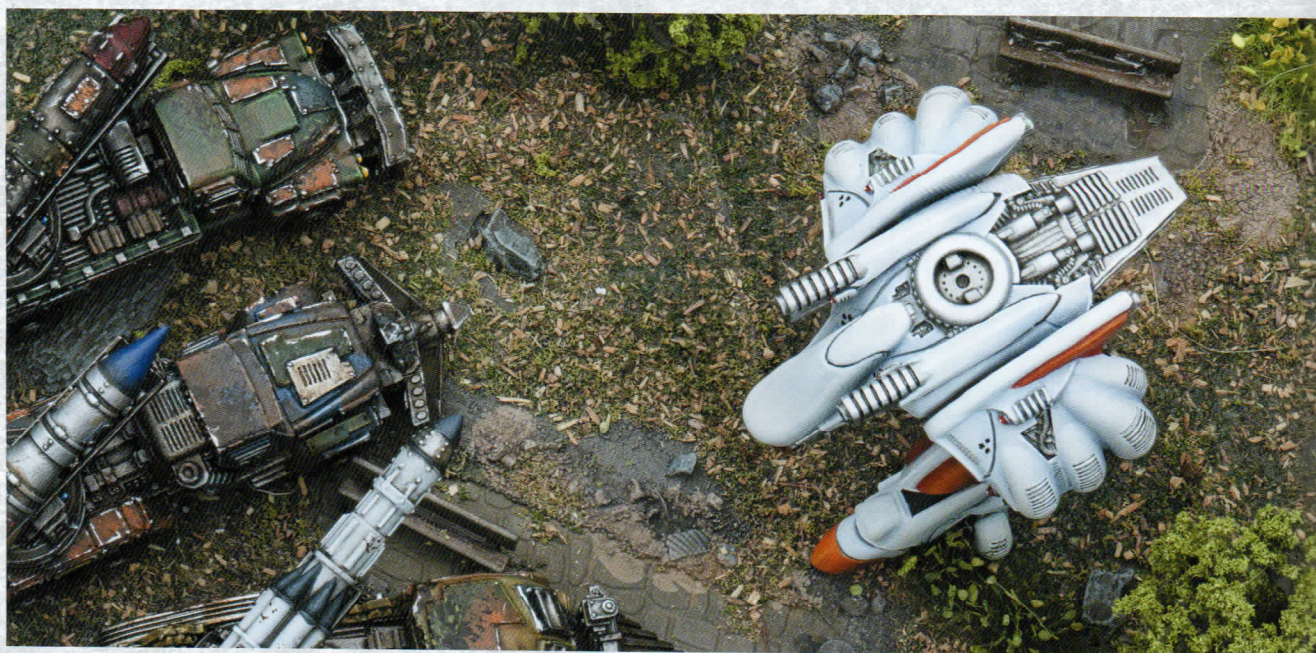
Transport: The Hera and any combination of Guardian or Retinue may take the following transports: 1x Poseidon Heavy Dropship (6 units each), 1x Njord Heavy Dropship (4 units each) or 1-3 Neptune Medium Dropships (2 units each).

Special rule - Retinue: Hera may take a Retinue of up to 5 Apollo-A Strike Walkers (up to 4 if a Guardian is chosen) at the cost of 40pts per Apollo-A. (See Reconquest: Phase 1 for Apollo-A rules).

***Special rule - Guardian:** If taken in a squad of 2, the second Hera costs 66pts. Commanders may not be mounted in a Guardian Unit.

****Special rule - Air Drop:** When Disembarking, its parent dropship may use its full Mv value and does not have to land (the usual rules apply when Embarking). Note that this does not count as using Flight Mode, since it is a Disembark placement.

*****Special rule - Short Hop:** The Hera's jump jets can only be run intermittently and cannot be used in sustained flight. As such, it MUST end its move in Ground Mode and may not use Flight Mode on turn-1 of the game or in the same turn as Embarking or Disembarking.



AURELIA FELIX, GRAND VIZIER, MOON VICTOR



The UCM intelligence community first became aware of Aurelia Felix through her actions on Eden Prime in the opening days of the Reconquest. She commanded an admittedly exemplary rearguard action against encroaching Colonial troops around New Troy, and was able to personally barter a temporary ceasefire to preserve the tattered remains of her force. The UCM commander at the time (since court marshalled) felt that this was a deserved reprieve in view of her honourable actions and reasonable deportment in negotiation. Unlike other more bombastic PHR commanders, she is reported to be quiet, calm and balanced in both defeat and victory, keeping a level head at all times.

Her name was not encountered again until she reappeared very recently in the Shangri-La theatre at the head of a significant portion of the invading PHR force with the new title 'Moon Victor'. It is assumed that this refers to the PHR's recent successes to capture the Tlalocan Moons, although some would say that such a declaration is arrogant and premature, since there still seems to be significant Scourge presence there. Whatever the reason, she has been transferred to a more challenging and active theatre where the Republic's operations are at an early offensive stage. Her favoured tactics seem to revolve around dropship based precision assaults, making this transfer a logical one.

This command style is exemplified by her chosen steed, an impressively modified Poseidon Heavy Dropship of unique design. This potent craft packs a pair of massive, long-ranged Rail Cannon in underslung configuration. From this distant aerial platform, Aurelia Felix can direct her forces with customary skill and composure akin to a conductor with her orchestra, directing the PHR's advanced dropships to precisely where they are needed.

Special Rules:

420PTS - CV7 - RADIUS 30"

Mount: Aurelia Felix is mounted in a modified Poseidon Heavy Dropship which gains E+1 countermeasures and 2dp. It replaces its transport capacity with the following weapons:

Heavy Assault Master: All Squads in an army including Aurelia MUST be mounted in aerial transports before the game begins, unless

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
SUPER-HEAVY RAIL CANNON	13	1	2+	∞	36"	9"	F	DEVASTATOR-2
SUPER-HEAVY RAIL CANNON	13	1	2+	∞	36"	9"	F	DEVASTATOR-2
STEALTH MISSILE BATTERY	7	1	3+	36"	12"	9"	F	SC

the scenario chosen dictates otherwise. The points costs of Poseidon and Njord Heavy Dropships are reduced by 15pts, Neptune Dropships by 10pts and Triton A1/A2/X dropships by 5pts. Taranis, Thor Bombards and Longreach Teams may not be chosen.

Master Tactician: Once per game, you may activate two battlegroups simultaneously (treat the combined contents as a single battlegroup for that activation).

Special Command Cards: Insert one copy each of the cards 'Hammer of the Sphere', 'Accustomed to Victory', 'Alpha Strike' and 'Conqueror' into the regular PHR Command Card Deck before the game begins.

SHALTARI UNITS

RONIN



Ronin are the frontline assault troops of the Shaltari. Their primary role is to strike first and from unexpected places. Every one of these individuals lives for nothing but war, an obsession that is all-consuming and unyielding. In battle they favour heavy Warsuits – towering constructs that emulate the joys of physical combat but on a much larger scale.

Though far too large to enter buildings, these suits are nonetheless surprisingly agile for their size. Armed with a pair of Gauss Carbines, they dart and weave across the open battlefield, delighting in the destruction they bring to bear on the foe.

RONIN	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	5	4"	A*/P6+	1	19	VEHICLE	EXOTIC	3-6, STANDARD	MASS-0.5/FO.5, LIGHTNING REFLEXES

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
GAUSS CARBINE	9	1	2+	∞	12"	4"	F/S/R	SC

***Special Rule - Heavy Warsuit:** These Active Countermeasures only take effect against weapons of E6 or less.



SAMURAI



Samurai live for the joy of battle, eschewing larger vehicles to stride through the warzone in a heavy Warsuit. Such units are often made up of secondborn Shaltari, or those who have achieved enough renown with Firstborn squads to merit the use of such a suit. For many they are the stepping stone between infantry fighting and the more aloof tactics of battle and war strider combat.

In armament and tactics they share the style of Firstborns, but writ large over the whole battlefield rather than contained to a close fight. Bio-atomiser weaponry takes the place of Wave Guns, stripping the flesh from enemy infantry with ease, where an underslung Energy Glave replaces their Energy Blades.

This oversized close combat weapon is potent enough to slice a main battle tank in two, should the operator get the chance to use it. This apparently happens often, as a Samurai pilot's blood always flows hot with the desire to destroy their enemies eye to eye.

SAMURAI	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	5	4"	A*/P6+	1	21	VEHICLE	SCOUT	3-6, STANDARD	MASS-0.5/F0.5

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
BIO-ATOMISER	5	2	3+	6"	6"	4"	F/S/R	FLAME
ENERGY BLADE	10	1	2+	CC	CC	4"	F/S/R	N/A

***Special Rule - Heavy Warsuit:** These Active Countermeasures only take effect against weapons of E6 or less.



PUNGARI AUXILLERIES



The discovery of the Cradle Worlds and very foundation of the UCM can be traced to the first contact with the Shaltari and their help in exploring the galaxy. However, the less than altruistic designs that the Shaltari apparently had for using humanity as cannon fodder quickly put paid to any thoughts of long term alliance.

In the Pungari, it seems the Shaltari have found a much more pliant (if less capable) race to exploit. Despite their obvious mental and technological inferiority to their masters, they are slavishly devoted to the Shaltari and appear willing to die in large numbers for them should one be present to witness their sacrifice.

What they lack in individual prowess is more than made up for by their prodigious numbers and exuberant enthusiasm. As a result of this, they are excellent exploration troops that are routinely sent into unmapped structures – potentially dangerous environments that the Shaltari themselves may be less than eager to enter blindly.

PUNGARI	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	SPECIAL
	1	2"	N/A	5	21	INFANTRY	TROOPS	0.5	6+*	4, B2B	MASS-F0.5, HORDE

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
DISCUS LAUNCHER**	3	10	5+	18"	6"	2"	F/S/R	SA-7, RW-2

***Special Rule - Subservient:** While in the same building or within 3" of another, Non-Subservient Shaltari Infantry unit, this unit has its fortitude is changed to 3+.

****Special Rule - Airburst Shells:** These lethal projectiles can be timed to detonate in the air after entering through a window or passing into foliage. This weapon ignores Soft Cover.

Special Rule - Horde: While this Squad has at least 3 units remaining, it may roll an additional dice when searching for objectives and receives a +1 modifier when searching for Intel. Once this Squad is reduced to 2 units or less, this bonus is lost.



FIREBIRD



Firebird pilots are the some of the most fringe warriors of Shaltari society. They often graduate from Thunderbird craft to the Firebird in a need to fulfil their combative spirit and desire to see the destruction they cause first hand.

The Firebird gives them ample opportunity to see devastation as close as possible. The gunship takes the term 'close air support' to a whole new level – in this case close enough to both friendly and enemy forces to see squad markings or nicknames on their tanks. Firebirds swoop down on hostile formations, jinking and dancing through streams of AA fire to bring swift death to the foe.

This is supplied by way of twinned Disintegrator Cannons mounted below the hull. These combine technologies similar to those of the Ocelot's fearsome particle cannon with the thinking behind the small arms weaponry used by Shaltari Braves. Firstly the weapon creates a small vacuum tunnel towards the target, penetrating armour and flesh with ease. Then the explosive bomblet is propelled into and through the opening, emerging at the centre of the enemy and detonating with what can only be described as 'colourful' results.

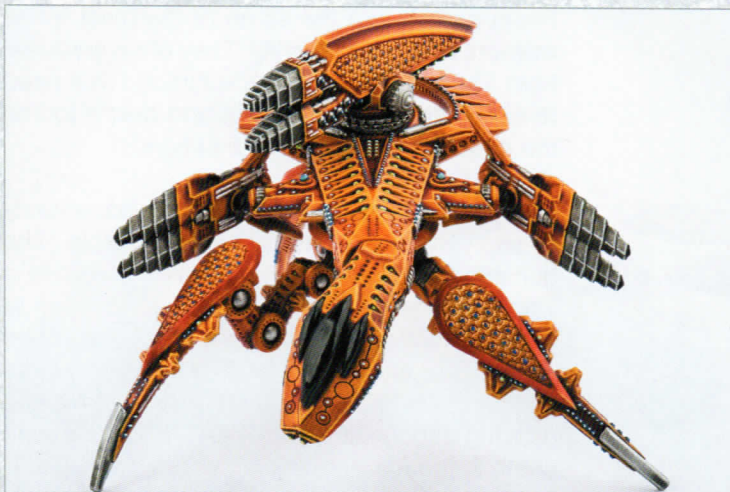
The small size and power output of the Firebird compared to much larger units means that the range of its weapons is very short. This suits the pilots completely; they are up-close fighters, using weapons that can best be described as explosive anti-tank shotguns.

FIREBIRD	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
	5	20"	A, E+2, P5+	1	40	AIRCRAFT	SUPPORT	1-4 WIDE	S	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
TWIN DISINTEGRATOR	10	1	3+	6"	6"	10"	F/S/R	DEVASTATOR-2



LEOPARD



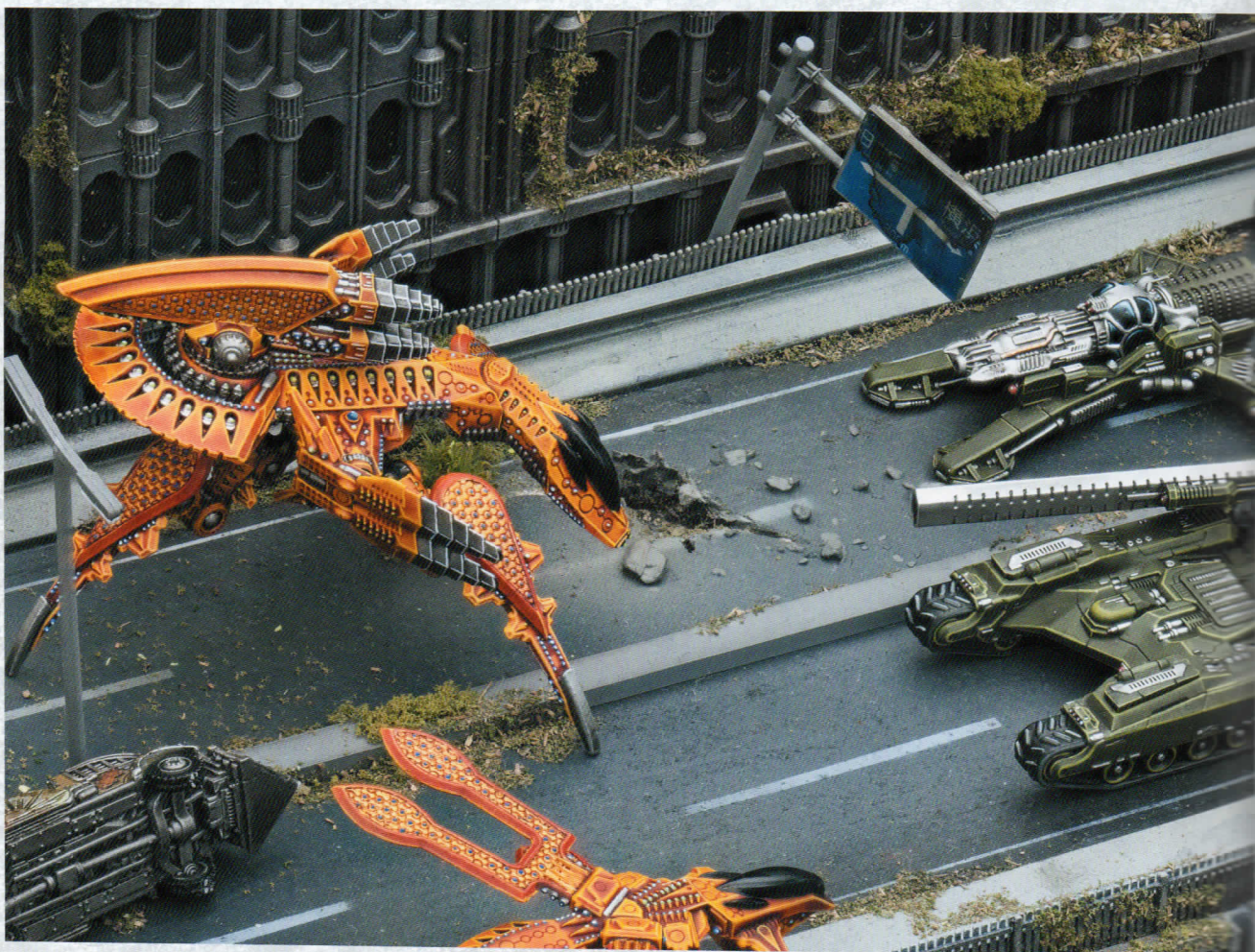
The Leopard continues the Shaltari combined arms strategy first seen in the Jaguar. Instead of anti-tank and anti-air capability, this construct sports close support weaponry similar to that seen on a Dreamsnare or Firedrake, but with a potent anti-vehicle weapon as well.

The Leopard uses Shaltari Microwave technology (amplified many times over by the fearsome power output of a Warstrider) and concentrates it through hardened prismatic beam generators. In effect, this creates a focused torrent of hyper-agitated molecules; a beam of molten air which immolates anything it touches with ease.

Coupled with the devastating Dragon Cannon, the Leopard is the Warstrider of choice for close up, battle hungry Shaltari who wish to look the enemy in the eye before scorching them from the face of the battlefield.

LEOPARD	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	9	4"	A, P5+	4	85	VEHICLE	HEAVY	1-3 STANDARD	WALKER, MASS-3

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
DRAGON CANNON	4	12	2+	18"	18"	4"	F/S (LEFT)	ALT-1, THROUGH COVER
DRAGON CANNON	4	12	2+	18"	18"	4"	F/S (RIGHT)	ALT-2, THROUGH COVER
CONCENTRATED BEAM	12	1	2+	9"	9"	4"	F	ALT-1 & 2
THERMAL LANCE	12	2	2+	9"	9"	4"	F/S/R	N/A



PANTHER



Panther Warstriders are most often seen in Shaltari forces that are aloof; those that favour long range engagements and keeping the enemy at arm's length while slicing them apart piecemeal. A weapon created with this tactic in mind, the Panther distains the close support of Kukri or Birdeater AA units. Instead it uses a modifier Ocelot hull to target and destroy enemy air assets from extreme distances.

Mounted on the Panther's back is the Particle Triad, a lower powered but rapid fire version of the Particle Cannon, but is no less devastating for that. Its tracking systems are incredibly accurate when targeting incoming support aircraft and dropships, and once locked on, it will rarely miss (much less fail to cause damage).

The only flaw in this precision is that the Panther's systems take longer than usual to acquire a hard lock on flyer units. This means an almost certain kill on anticipated targets becomes a much less certain one when firing opportunistically or in reaction to fast movers. Despite this, the potential of an AA unit with vast effective range is hard to overestimate, making the Panther a precious asset to any Warchief.

PANTHER	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	9	4"	A, P5+	4	125	VEHICLE	HEAVY	1-2 STANDARD	WALKER, MASS-3

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
PARTICLE TRIAD	8	3	2+	∞	∞	2"	F/S/R	AA, *

***Special Rule - Slow to Traverse:** When this weapon reaction fires, it suffers a +3 modifier to its accuracy modifier rather than the normal +2 modifier.



SHALTARI - UNITS

GHARIAL COMMAND GRAV TANK



Speed and power have always been the watchwords of the Shaltari tribes. The Gharial embraces both ideals in one command package, taking the fight to the enemy, dealing maximum damage and then relocating to sow more destruction elsewhere.

Based on a Caiman hull, the Gharial is a more aggressive fighter than its longer-ranged cousin, and is designed as the ultimate in close support. Its tactical role makes the Gharial the preferred mount for the most aggressive of Shaltari Warchiefs, individuals that live for nothing but war and disdain risk more than any others of their usually prudent kind.

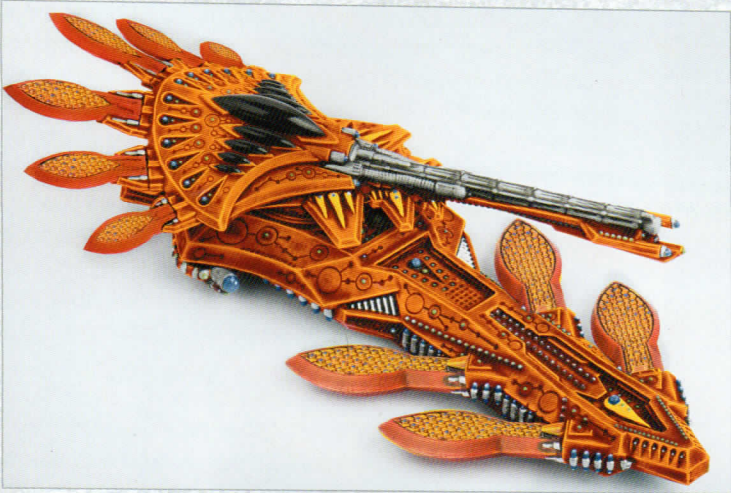
The Gharial's fearsome Heavy Microwave Cannon is able to slice through tanks with contemptuous ease and is also powerful enough to liquefy all organic matter in enclosed spaces even through several layers of concrete and steel. If that is not enough to stop the enemy, this command skimmer is also equipped with close range Neutron Launchers that fire one-shot heavy density projectiles into the core of structures, often levelling them in one volley.

GHARIAL	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	7	6"	A, P4+	4	110	VEHICLE	COMMAND	1	SKIMMER, MASS-3

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
HEAVY MICROWAVE CANNON	12	2	2+	12"	12"	6"	F/S	ALT-1
HEAVY MICROWAVE CANNON	5	6	3+	6"	6"	6"	F/S	ALT-1, FLAME
NEUTRON LAUNCHER (LEFT)	10	1	3+	12"	12"	6"	F/S (LEFT)	L-1, DEMOLISHER-3
NEUTRON LAUNCHER (RIGHT)	10	1	3+	12"	12"	6"	F/S (RIGHT)	L-1, DEMOLISHER-3



CROCODILE



The Crocodile has earned its name as a ferocious beast across many of the Cradle Worlds. Like its namesake, it strikes from the shadows, slaying its prey with a single, devastating blow.

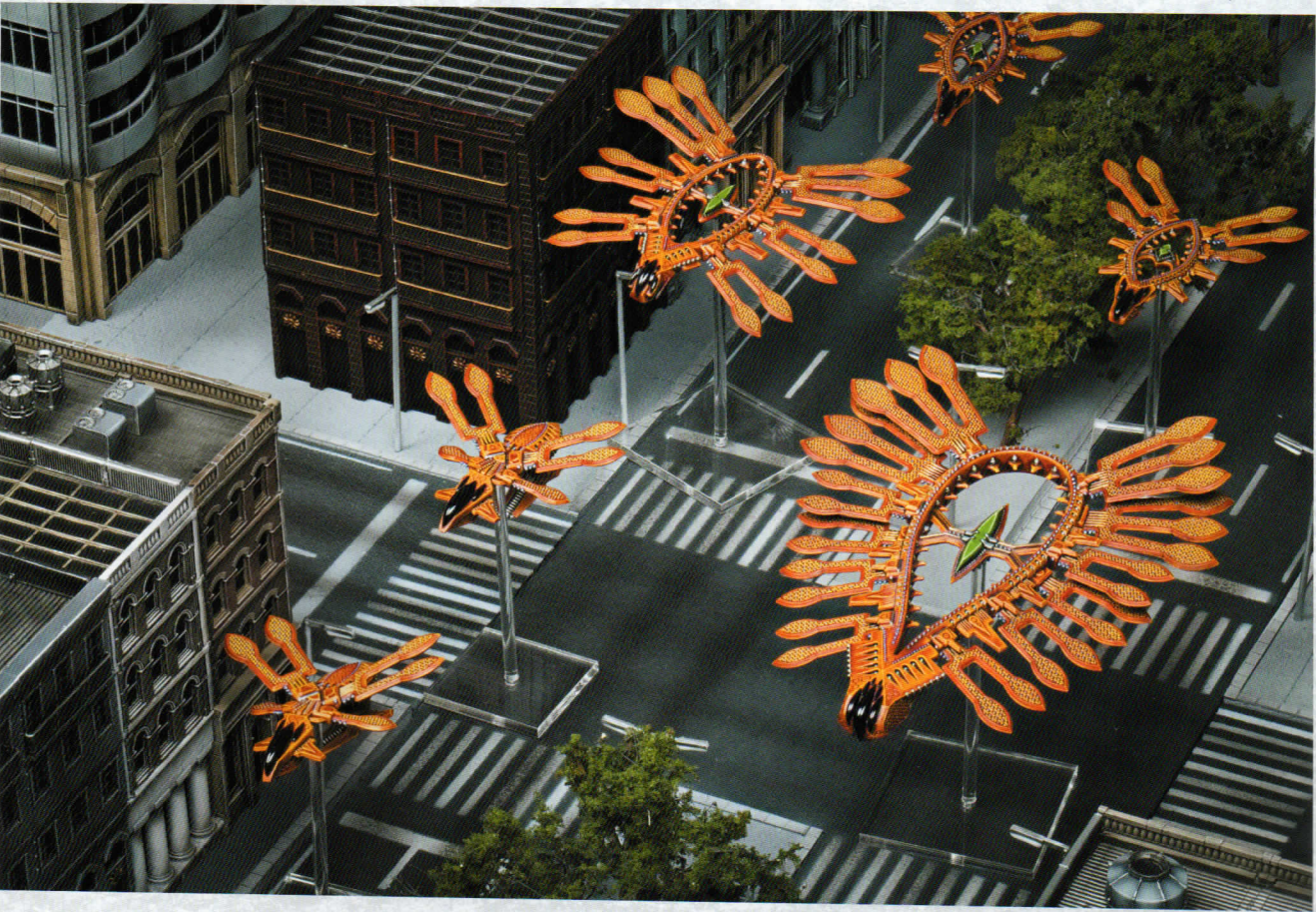
Based on the Caiman chassis, the Crocodile sports a Particle Cannon similar to that seen on Ocelot Warstriders. While this affords the weapon increased mobility overall, it seems that there is a trade off to achieve such destruction. The higher power requirements of a skimmer hull (even one as formidable as the Caiman class) forces pilots to choose between increased destructive power and the full benefits of this mobile gun platform.

The Shaltari are nothing if not tactically flexible, and the skill of Crocodile pilots is such that they are able to switch between fast moving (and still deadly) fire, and precise - if slower - devastation.

CROCODILE	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	7	6"	A, P5+	4	115	VEHICLE	HEAVY	1-2 STANDARD	SKIMMER, MASS-3

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
PARTICLE CANNON (LOW POWER)	10	1	2+	∞	∞	6"	F/S/R	ALT-1, DEMOLISHER-2, AWESOME POWER*
PARTICLE CANNON (HIGH POWER)	13	1	2+	∞	∞	2"	F/S/R	ALT-1, DEMOLISHER-D3+2, AWESOME POWER*

***Special Rule - Awesome Power:** This weapon ignores ALL countermeasures including passive and Evasion.



SETI, THE KINSLAYER



While all Shaltari value the trial of combat against their own race, this individual has taken the concept to new extremes. It seems he actively seeks out other Shaltari to fight and if possible, kill. This is an unusual development, as most Shaltari aim to learn and develop by fighting each other as well as advance through their complex system of martial honour codes. With Seti, it appears that slaying the inferior is the only goal, which of course includes all non-Shaltari just as much as it does his own race. Such activities are rare and it seems frowned upon by other Shaltari, with whom Seti's name is taboo.

While originally of the Mongol tribe, he has reportedly been cast out of the leadership for extreme actions unbecoming in an elder and is now a soldier of fortune. Seti has been sighted fighting with many tribes of different leanings and even non-Shaltari, indicating that he cares little for politics and is simply looking for the next war to fight at the side of any who will risk taking on his allegiance.

After countless centuries of warfare, Seti lives for nothing but the carnage of the battlefield and seemingly has none of the fear of death endemic in older Shaltari. Indeed, it may be that this alien is no longer entirely sane, driven by a single minded devotion to the arts of slaughter honed by knowing no different for thousands of years. It has been said that Seti himself has no concept of his own age and may be several millennia old.

Over the centuries, he has cycled through almost every powerful war machine the Shaltari has to offer, although currently he has been witnessed at the helm of a modified variant of the already formidable Firedrake. This version dispenses with gate capacity in favour of more incredibly advanced weaponry, marked by a menacing jet black colour scheme with crimson trim. Seti has no interest in assisting even those in his own army in making kills preferring to administer them himself.

Special Rules:

300PTS - CV2 - RADIUS 18"

Mount: *Seti the Kinslayer is mounted in Heart of Anubis, a predatory aerial vehicle of incredible power. It uses the normal rules for the Firedrake but gains E+2 and 1Dp and replaces its gate capacity with the following weapon:*

WEAPON	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
FOE CRUSHER CANNON	*	4	3+	18"	18"	10"	F	N/A

***Special rule - Foe Crusher Cannon:** *This weapon has no energy value - when rolling to damage use the table on the right. Shots against Skimmers gain a -1 modifier to this roll:*

Mercenary: *Armies containing Seti must also contain another commander of higher Command Value and Seti himself is a Heavy choice. Seti may also be taken as a Heavy choice in Resistance or PHR armies.*

Warlust: *Seti must end his move closer to and/or fire at least one weapons system at the enemy every turn if possible. Units destroyed by Seti are worth twice the usual amount of Kill Points.*

Special Command Cards: *Insert one copy each of the cards 'The Reaper Comes for You', 'Aeons of Slaughter', 'Honour Kill' and 'Your Weakness Disgusts Me' into your Command Card Deck before the game begins. If the deck is non-Shaltari, be sure to use opaque deck protectors so as to ensure cards remain unknown from the back.*

TARGET DAMAGE POINTS (ORIGINAL)	TARGET ARMOUR			
	1-4	5-6	7-8	9-10
1	6+	6+	5+	4+
2	6+	5+	4+	3+
3	5+	4+	3+	2+
4-9	4+	3+	2+	2+
10+	3+	2+	2+	2+

RESISTANCE UNITS

SCOUT ATVs



Scout ATVs (All Terrain Vehicles) operate ahead of the main Resistance force and use a wide range of pre-invasion tech to distort and hamper enemy targeting systems. So bizarre and esoteric are the constantly changing combinations used that even hyper-advanced Shaltari systems have been thrown off target by Scout ATVs.

It takes a special type of fighter to pilot an unarmed quad behind enemy lines, and for this reason Scout All-Terrain Vehicles feature mainly in Allied Resistance bands, where self-sacrifice is often the order of the day. However, these squads are sometimes seen in Feral bands, mostly in savage cults, or those whose leader is even more intimidating than the guns of the enemy.

SCOUT ATVs	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	SPECIAL
	4	9"	E+1	3	40	INFANTRY*	SCOUT	0	4+	2-4, B2B	SUBTERRANEAN, DF

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
DISRUPTOR ARRAY**	N/A	3	2+	24"	24"	6"	F/S/R	RW-1

Transport: 1 x NT-1 Kraken (2-4 Units each)

***This Unit may not enter a structure**

****Special Rule - Disruptor Array:** This weapon does not roll to damage and Passive Countermeasures can't save against this hit. Every hit from this weapon inflicts a +1 Ac modifier (to a maximum of 6+) to each of the targets weapon profiles until the Scout ATVs next activation. If the entire squad of Scout ATVs is destroyed then the effects end.

Special Rule - Enhanced Targeting Array: Any friendly IF weapon targeting a unit within line of sight of a Scout ATV Unit receives a -1Ac modifier to their Ac Value.



ATTACK ATV₅



Attack ATVs (All Terrain Vehicles) encompass anything from quad bikes to off-road buggies; as long as a grenade launcher can be strapped to it, Resistance Fighters are happy. Attack ATVs are used by Resistance fighters for fast assaults, often in tandem with Freeriders. They support troops in buildings with their grenade launchers, but rarely leave their quad bikes, riding in circles close to or around their targets, firing into the enemy as they do so. The greatest threat to infantry from attack ATVs is not their explosive grenades but their chemical rounds.

All resistance groups have their horror stories from Scourge weaponry, but few compare to the devastating effect of the Acid Streamer on Scourge Tormentors. Chem-grenade rounds attempt to mimic this. They vary from the an altered mix of the raw jelly from an Acid Streamer to pre-Scourge invasion chemical rounds, scavenged from old military installations. However the result is the same; the payload infects a building with noxious gases capable of eating through the toughest body armour and melting the organic substances beneath.

ATTACK ATVs	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	SPECIAL
	4	9"	E+1	3	30	INFANTRY*	EXOTIC	0	4+	2-4, B2B	SUBTERRANEAN, DF

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
GRENADE LAUNCHER	6	3	2+	9"	6"	6"	F	SC, RW-1, ALT-1
CHEM GRENADE**	**	3	2+	6"	6"	6"	F	CHEM**, RW-1, ALT-1

Transport: 1 x NT-1 Kraken (4 Units each)

***Infantry in this squad may not enter a structure**

****Special Rule - Chem Grenade:** You may only fire this weapon against structures and you must be able to draw line of sight to a window or entry point on the structure. After rolling to hit, place 1 chem token per hit within the structure. During the Roundup Phase, roll 1 dice per token and compare the result to the table below:

ROLL	RESULT
1-2	THE CHEMICAL FOG DISSIPATES, REMOVE THE TOKEN
3	THE CHEMICAL FOG DRIFTS THROUGH THE BUILDING, BUT NOTHING HAPPENS. THE TOKEN REMAINS IN THE BUILDING.
4-5	ENCOUNTERING BIOLOGICAL MATTER, THE CHEMICAL FOG BEGINS DISSOLVING EXPOSED FLESH, AND EVEN SEALS ON ENCLOSED SUITS. 1 RANDOM BASE OF INFANTRY IN THE BUILDING SUFFERS 1 DP. (PASSIVE SAVES MAY NOT BE TAKEN). THE TOKEN REMAINS IN THE BUILDING.
6	THE CONCENTRATION OF THE CHEMICAL FOG INCREASES, RAPIDLY BREAKING DOWN BIOLOGICAL MATTER AND DISSOLVING ITS WAY THROUGH HARDENED CARAPACE AND ARMOUR. 1 RANDOM BASE OF INFANTRY IN THE BUILDING SUFFERS D3 DP. (PASSIVE SAVES MAY NOT BE TAKEN) THE SQUAD AFFECTED MUST THEN TAKE A FORTITUDE TEST. THE TOKEN REMAINS IN THE BUILDING.



SAPPERS



Battlefield Engineers have existed since the early 17th Century on Earth, and have filled various roles since that time, usually preparing and upgrading defences for protracted sieges. Modern mobile warfare has rendered such set defences largely obsolete, but battlefield engineering in other forms has never been more important. This is especially true for Resistance bands, where planned excavations, environmental traps and running field repairs are strategically vital.

Lacing roadways with traps, blocking off avenues of escape and toppling enemy occupied buildings are just some of the weapons in their arsenal. Practical application varies from warzone to warzone, but a tried and tested method in urban environments is to set

charges at weak points, choke points and T-Junctions. The charges are then detonated at opportune moments, sending enemy units down into crushing rock tunnels or excavated pits below.

Of course, for the Resistance, virtually every battlefield they fight on is home territory, giving these ingenious pyromaniacs ample opportunity to riddle the battlefield with hazards long before the enemy arrives.

SAPPERS	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	SPECIAL
	2	2"	N/A	3	35	INFANTRY	EXOTIC	0.5	2+	2, B2B	SUBTERRANEAN, RARE, INFILTRATE-18

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
TRIGGER AT IED	11	1	3+	∞	∞	0"	F/S/R	ALT-1, L-1
TRIGGER DEMO IED*	10	1	2+	∞	∞	0"	F/S/R	ALT-1, L-1, DEMOLISHER-D3
TRIGGER CLUSTER IED	9	1	4+	∞	∞	0"	F/S/R	ALT-1, L-1, AREA-L

Transport (option 1): 1 x Battle Bus (2 units only). May share 1 x NT-Kraken with another Resistance Sapper Squad, Resistance Fighters Squad, Occupation Veterans Squad or Berserkers Squad, providing they are both mounted in Battle Buses. (Option 2): 1 Jackson Halftrack (2 units only). May share 1 x AT-77 Lifthawk dropship with 2 additional Resistance Sapper Squad, Resistance Fighters Squad, Occupation Veterans Squad or Berserkers Squad, providing they are all mounted in Jackson Halftracks.

*** Special Rule - Demo IED:** This weapon may only target a Structure.



THUNDER WAGON



The Resistance have always proven themselves nothing if not inventive. If a problem presents itself, they will adapt, avoid, adjust...or smash it to pieces. The Thunder Wagon is a clear example of the 'Smash it to Pieces' problem solving strategy. They take position behind the front line, co-ordinate with forward scouts and then deploy their gigantic homebrewed missiles one at a time, causing untold havoc to the enemy. The munitions themselves are un-subtle weapons of destruction, tipped with heavy armour plating and packed with explosives. Even the most effective countermeasures are little proof against the sheer weight of such a weapon, which spreads death and destruction over a wide area even if detonated before impact.

Needless to say the effect on structures is equal parts awe inspiring and horrific, ripping huge chunks of masonry, superstructure and support out of even the largest building, and often reducing smaller buildings to little more than rubble with one hit.

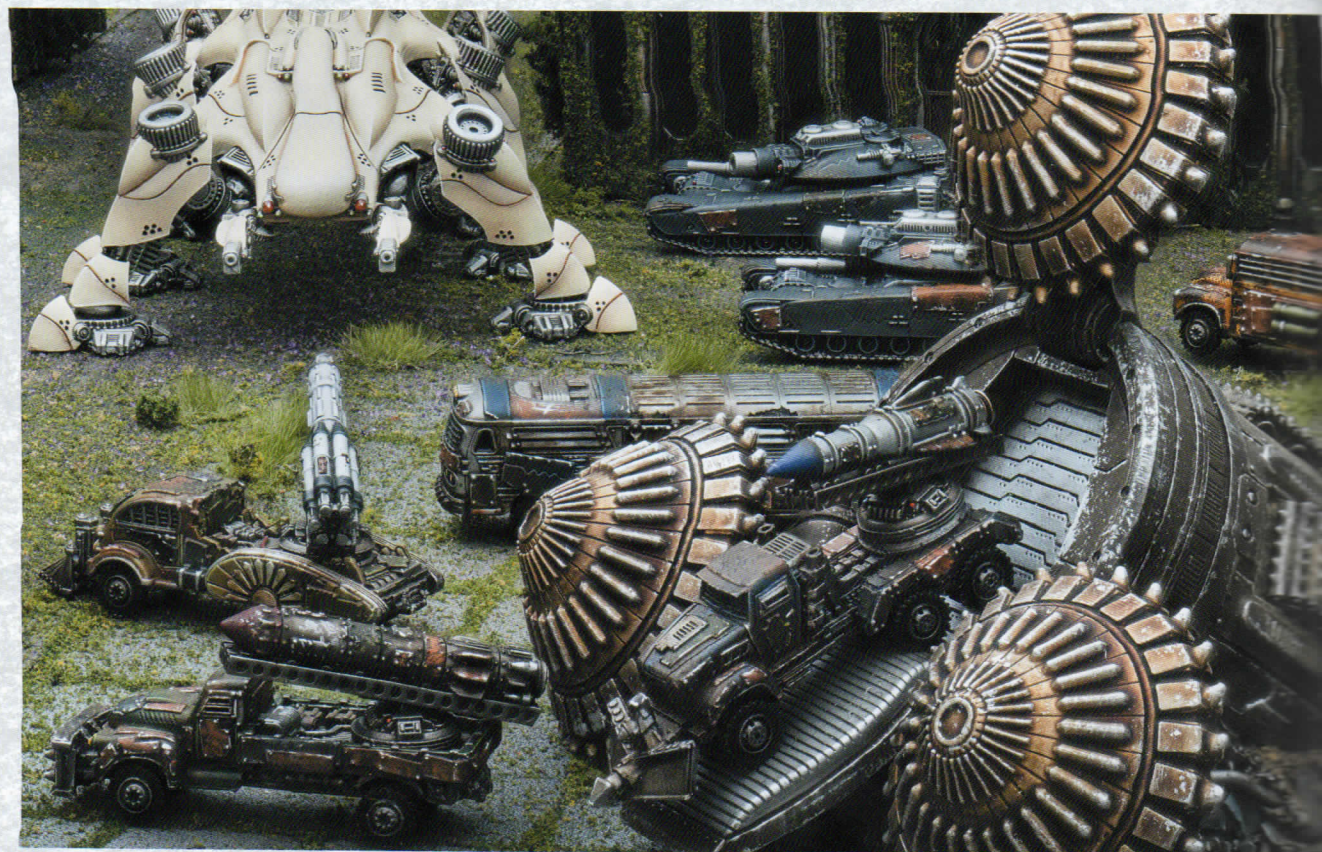
Less common than the more flexible Storm Wagons, these improvised weapons of war are best employed in small groups where they can be deployed carefully, since they are always vulnerable to enemy fire and operate with the ponderous slowness of a drop hammer.

THUNDER WAGON	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	6	6"	N/A	2	22	VEHICLE	SUPPORT	3 STANDARD	RARE, *

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
GOLGOTHA MISSILE	11	1	3+	∞	36"	0"	F/S/R	IF, L-1, AREA-M, DEMOLISHER-2

Transport: 1 x NT-1 Kraken (3 Units each)

***Special Rule - Battery:** Due to the size and nature of this weapon, only a single Unit in this Squad may fire a weapon each turn.



MEHMED SIEGE TANK



The Mehmed variant of the Hannibal tank was not often fielded in the early stages of the Reconquest with good reason. Created as a siege tank, it was not as versatile as the Hannibal in the early years of the fight. At that time, the Resistance were focused on out-lying Scourge defences and testing the alien invader with hit and run attacks. Wasting precious heavy tanks in situations where they would not be useful was not a strategy that most Resistance Commanders were willing to countenance – they had not survived this long by being fool-hardy.

As the Reconquest effort on many planets (most notably Eden Prime) moves from beachhead and foothold operations to direct assault and bastion eradication, the Mehmed is coming into its own

by cracking defensive positions and breaking into fortified areas. The huge calibre of the tank's main armament excels at siege operations, destroying bunkers and heavily armoured emplacements with ease. Most effective when deployed into the thick of the fighting by Lifthawk, the Mehmed will proceed to grind forward, its heavy armour soaking up punishment before countering with pulverising volleys that crush any defiance from the enemy.

MEHMED SIEGE TANK	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	10	3"	A	2	48	VEHICLE	HEAVY	2/4 STANDARD	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
HAMMER OF CONSTANTINE	11	1	2+	12"	12"	3"	F/S	DEMOLISHER-4
90MM CANNON	9	1	2+	∞	18"	3"	F(NARROW)	N/A
MACHINE GUN	3	3	3+	24"	12"	3"	F/S/R	N/A

Transport: 1-2x AT-77 Lifthawk Dopship (2 Units each)



RESISTANCE - UNITS TYPHOON



With the advent of the Reconquest, more and more Resistance armies have come out of the shadows to take the fight to the Great Enemy (and other factions that might get in their way). Operations have been widened in scope; raids are increasingly daring and bold. Resistance tactics have evolved to keep up with these new strategic aims, and require more prolonged close support.

The Typhoon is fitted with heavy calibre chain cannon capable of sustained, direct fire against armoured formations. As the gunship closes on its target, increasing numbers of shells overwhelm countermeasures, making them deadly when used aggressively but also dangerous at range. The Typhoon can also

sustain operational effectiveness in-theatre for much longer than its 'fire and forget' brother the Cyclone due to its capacious ammo reserves.

TYPHOON	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
	6	16"	A	2	70	AIRCRAFT	SUPPORT	1-4, WIDE	M	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
AZRAEL CHAINGUNS	10	3	3+	48"	12"	12"	F	STRAFE, WEIGHT OF FIRE*
LIGHT CHAINGUN	4	4	3+	36"	12"	12"	F/S	N/A

***Special Rule - Weight of Fire:** Due to the sheer volume of fire, rounds from this weapon are able to punch through the defences provided by Active Countermeasure. This weapon may choose to reduce its Sh value by 1 and increase its R(c) by 6". This may be done multiple times.



SKULLTAKER ASSAULT TRANSPORT



This modified Lifthawk takes its name not only from the designs and emblems typically festooning such creations, but also from the barbaric cargo that it holds in its cavernous infantry pod. Careening into battle with no concern for their own safety are units of feral berserkers, ready to almost rip their way out of the hold and into any enemy units they can get their hands on.

The Lifthawk was not designed to be used in this way, and is better suited to its stock form for transport of heavy tanks or APCs. To attach an infantry transportation cargo bay requires structural changes to the airframe itself, often hastily bodged together under the baleful eye of an unforgiving overlord. For this

reason no one with any sanity will either ride in or pilot such a craft. Luckily, berserkers are completely insane, making it a perfect match for their lunacy.

Such modified transports are thankfully quite rare and exclusively confined to ferral warbands where the sanctity of irreplaceable military units is perhaps less well respected. Despite existing in isolation, it's remarkable that several desperate groups have developed such similar monstrosities in a convergent mechanical evolution of steel, engines and blades.

SKULLTAKER ASSAULT TRANSPORT	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
	6	16"	A	4	90	AIRCRAFT	TRANSPORT*	T, WIDE	L	FERAL

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
UPGRADED HEAVY MACHINEGUN	5	4	3+	36"	18"	8"	F	N/A
DOUBLE ROCKET BATTERY	8	2	3+	36"	9"	8"	F	SC
FLAME THROWER	4	4	4+	6"	6"	8"	F/S	FLAME

*Special Rule - Horrific Cargo: The Skulltaker must transport 1-2 Squads of Berserkers (maximum 4 Units).



LIEUTENANT COLONEL JAMES RODRIGUEZ



Lieutenant Colonel James Rodriguez's early career in the UCM's Marine Force Recon was characterised by solid (if unremarkable) service. An individual of great conscience, he was an upstanding officer of unimpeachable moral fibre and an example to his colleagues. However, in training he never displayed the ambitious zeal necessary to climb above the curve, although he maintained an exemplary record of reliable conduct. He did possess an unshakable grit in combat though, and easily commanded the respect and absolute loyalty of his men through example and shared trials.

It was for these reasons that AHQ assigned him to lead one of the very first recon missions to Earth. Command needed a level-headed, reliable individual for this most subtle of tasks and Rodriguez fit the bill perfectly. However, after many months embedded with the embattled Resistance, the sharply defined lines of his loyalties began to blur. His powerful conscience nagged at his resolve to follow protocol, and when the order came to leave and abandon his new allies, Rodriguez refused and took the extraordinary step of going AWOL, taking many of his loyal men with him.

Since that time Rodriguez has been using his extensive training and state of the art MF-R equipment to coordinate and inspire the Resistance groups in and around New York City. His presence and expertise have galvanised them into a formidable and cohesive force, ready to take the fight to the Scourge with purpose at last. While somewhat stolid within the confines of the rigorously enforced

command structure of the UCM, his leadership skills and charisma have grown exponentially now that he has been relieved of the burden of duty. While the UCM delays its actions on Earth, rightly or wrongly, it seems that this deserter is at the forefront of the Resistance there and is poised to become an absolutely pivotal figure in future. How his former masters in the Colonies will respond to this remains to be seen...

Special Rules:

340PTS - CV4 - RADIUS 30" - ALLIED

Mount: Lieutenant Colonel Rodriguez is mounted in *Spirit of Manhattan*, a rare pre-war tiltrotor type aircraft. This has the following rules:

SPRIT OF MANHATTAN	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
	6	24"	A, E+1	5	N/A	AIRCRAFT*	COMMAND	1	L	N/A

WEAPON	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
UCM COMPACT AA MISSILE SYSTEM	6	4	2+	36"	9"	12"	F	AA
GROUND ATTACK MISSILES	9	6	2+	36"	9"	12"	F	SC, STRAFE

***Ex-Marine:** The *Spirit of Manhattan* transports one Squad of MF-R, included in its points. Marine Force Recon Teams become Infantry choices in armies containing Rodriguez and become 8pts cheaper/base.

The New York Resistance: These hardened warriors have managed to exist and survive in one of the most heavily infested zones in the entire Reconquest. In armies containing Rodriguez, Resistance fighters CQB value increases to 2 and Occupation Veterans to 3. Hellhogs and Archangel Pathfinders may not be taken and Cyclones gain the 'Rare' special rule.

Special Command Cards: Insert one copy each of the cards 'Hopebringer', 'Comms Master', 'Subway Denizens' and 'Deliverance' into the regular Allied Resistance Command Card Deck before the game begins.

RAKKON KRELL, THE HEADHUNTER



Rakkon Krell is an unusual figure among Resistance leaders as both a viciously savage feral warlord and an ally of the UCM. Krell was first encountered when he expertly ambushed and captured an entire MF-R team without taking a single casualty. It was when interrogating his captives that Krell first learned of the UCM, a powerful force bent on liberating his home planet of Shangri-La from the hated Scourge. In return, the MF-R operatives learned that the forests of skulls on spikes surrounding Krell's lair were exclusively Scourge hosts. It seemed that he valued free human lives deeply, although he had never been above the use of torture and harsh punishment for those that failed him.

Krell in particular had good reason to despise the Scourge more than most. In his youth, he escaped captivity in a Scourge breeding hive single handedly, but not before having to listen to the tortured screams of the recently implanted hosts as the parasites took control. Such an experience forged him into an uncompromising and resourceful warrior, hell bent on paying the vile enemy back for their crimes with elevated ferocity. Despite these noble goals, Krell has a merciless, sadistic side that makes him a dangerous ally and an unstable factor best kept at a safe distance.

In the service of the UCM, Rakkon Krell has been the finest tracker and behind enemy lines operator in the entire theatre and undisputed master of complex and layered strategy. His invaluable assistance and uncanny ability to melt in and out of Shangri-La's jungles are unrivalled and allow AHQ to overlook some of Krell's less savoury aspects.

Krell usually goes to war aboard a Cortez class hunter-killer, a pre-war walker-type vehicle originally designed for hunting and slaughtering mega-fauna. This was a highly complex and expensive design that saw little use outside the Shangri-La system but is far more agile and useable than treaded vehicles in the jungle. The Cortez's agility and close combat weapons matches Krell's combat style perfectly as he takes great pleasure in slaying his enemies personally.

Special Rules:

170PTS - CV5 - RADIUS 12" - ALLIED & FERAL

Mount: Krell is mounted in a Cortez class hunter-killer walker. This has the following rules:

CORTEZ WALKER	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	9	8"	A, E+2	4	N/A	VEHICLE	COMMAND	1	WALKER

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
INDUSTRIAL CUTTING CLAWS	10	6	2+	CC	CC	8"	F	DEVASTATOR-2
MISSILE CLUSTER	10	4	2+	36"	9"	8"	F/S	SC

Unconventional Strategist: When Krell is alive and on the table, you may draw three additional Command Cards per turn. The army's Command Value does not change.

Blurs the Lines: When assembling your Command Card deck, use all the Feral & Allied cards. Players may also choose both Allied and Feral Units in an army that also contains Krell.

Jungle Bases: Krell is accustomed to rapidly striking from concealed locations in thick jungle. As such, certain units are not appropriate for his armies. Armies containing Krell may not include Alexanders, Leviathans, Thunderstorm Customs, Hannibals or Zhukovs. Two squads in your army (of your choice) gain Infiltrate-24 before the game begins.

Special Command Cards: Insert one copy each of the cards 'Masterful Ambush', 'Punji Pits', 'Endless Hatred' and 'Artful Deception' into your combined Resistance Command Card Deck before the game begins.